JOINT OPERATIONS
TYPHOON RISING™
PRIMA OFFICIAL GAME GUIDE™

MICHAEL KNIGHT



Prima Games
A Division of Random House, Inc.
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Roseville, CA 95661
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www.primagames.com

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ISBN: 0-7615-4519-0

Library of Congress Catalog Card Number: 2003116133

Printed in the United States of America

04 05 06 07 AA 10 9 8 7 6 5 4 3 2 1

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ACKNOWLEDGEMENTS

I would like to thank Georgina Verdon and Joel Taubel at Novalogic for all their assistance. I also appreciate all of the help and support provided by Teli Hernandez, Christy Curtis, and Mario De Govia at Prima Games. Finally, I want to thank my wife Trisa for her love and support and our children for their understanding that Daddy really is working even though it looks like he is playing games.





INTRODUCTION

Modern Multiplayer Combat

With the proliferation of high-speed internet access and LANs, multiplayer games have become one of the most popular types and/or features for PC games. As a result, entire games now focus on the multiplayer aspect, instead of just adding a few missions that allow gamers to play against each other after they have completed the single-player campaign. *Joint Operations: Typhoon Rising* is designed to be played not only against other players, but against a lot of other players! It's also based on team play, requiring players to work together to claim victory over the opposing team of players. Just as in real combat, you must work together to succeed.

Joint Operations: Typhoon Rising provides players with challenging missions on good-looking maps and a storyline that could be ripped from today's headlines. If that were not enough, there are lots of weapons and more importantly—vehicles! Whether you are walking, driving a truck or boat, or flying a helicopter, the controls are pretty much the same. This allows players to concentrate on tactics and fighting.

How to Use This Book

This strategy guide has been designed to help you become a better player of *Joint Operations: Typhoon Rising* and to provide tactics and strategies to help you come out on top during the missions. The book is divided into three main sections.

Chapters 1 through 4 are informational, containing everything you need to know about the two opposing teams, the weapons and equipment you will use during the missions, the various classes you can choose to play as, and everything you need to know about the game's vehicles.

Chapters 5 through 7 provide basic training to help you get used to the game interface and controls, tactics you need to survive in the deadly nature of modern combat, and also walkthroughs of all of the training missions.

The final section covers the multiplayer missions. Chapter 8 provides maps, briefings, listings of all bases and vehicles locations, and strategies for each competitive multiplayer mission. Chapter 9 has all of the same for the cooperative missions where your team of players goes against the best the computer AI has to offer.

Modern combat on the islands of Indonesia can be fast and furious. However, knowing the battlefield and what to expect can give you the advantage you need to claim victory for your team. Good luck, good reading, and great playing!



CHOOSE A TEAM

Joint Operations: Typhoon Rising allows players to select from a variety of nationalities and combat forces to create an in-game persona. There are two main sides: the Joint Operations forces and the Indonesian Rebels. Let's take a look at each side.

The Joint Operations Forces

The Joint Operations forces are made up of soldiers from seven different countries and thirteen military services. They have been sent to Indonesia as part of a United Nations operation codenamed Typhoon Rising. Their mission is to help maintain peace throughout Indonesia—especially in those areas under the threat of Rebel attack.

The United States

SEALS



Created in 1962, this Navy special forces unit received its name from the environments in which it can operate—Sea, Air, and Land. They were first mobilized during the Cuban missile crisis. Since that time, SEALs have taken part in conflicts in Vietnam, Grenada, Panama, the Persian Gulf, Somalia, Afghanistan, and Iraq. Like other special forces units, the SEALs can operate as a part of a larger military action, often out in the lead, or on their own for covert and clandestine operations.

DELTA FORCE



Delta Force, also known as 1st Special Forces Operational Detachment-Delta or Combat Applications Group (CAG), is one of the best known counterterrorist units in the world.

Delta Force was activated in 1977 in response to the increase in terrorist activities around the globe. Operators are primarily selected from the Army Special Forces (the Green Berets) and the Rangers. Once selected, candidates are given an intense 19-week training where they learn counterterrorist skills such as close-quarters battle (CQB), infiltration and seizure techniques, rappelling, lockpicking, covert intelligence gathering, HALO/HAHO parachuting, aircraft hostage-rescue assaults, explosive breaching methods, hand-to-hand combat skills, small boat insertion tactics, explosive ordnance disposal, high speed driving techniques, and high tech surveillance methods. They have to be prepared for just about anything.

Delta is stationed at Fort Bragg, North Carolina, where a multi-billion dollar Special Operations Training facility was constructed. Nicknamed "Wally World," it contains several weapons ranges, areas for training in helicopter insertions, and an Operations and Intelligence Center. Drills such as room clearing are performed using live ammunition in a shooting house known as the "House of Horrors." It contains real furniture and each room provides a different type of challenge. Other parts of the facility also contain mock-ups of buses, trains, and even a section of a wide-body passenger jet.





Delta consists of three operational squadrons, a support squadron, a signal squadron, an aviation platoon, and an intelligence detachment known as the "Funny Platoon." Each squadron is composed of 4 troops of 16 men. Each troop can then be configured into 2-, 4-, or 8-man teams.

RANGERS

When the United States needs an elite rapid deployment force, they call for the Army Rangers. On call 24 hours a day, Rangers can be deployed anywhere in the world within 18 hours. One of the main tasks Rangers train for is rapid assaults. They are trained to capture most airfields or airports around the world in a short amount of time, and secure them for follow on forces to use as a part of a larger deployment. Unlike most other special forces units, the Rangers can deploy as larger units, such as battalions. The Rangers have operated in a number of recent conflicts including Somalia, Afghanistan, and Iraq.

GREEN BERETS



The U.S. Army Special Forces, commonly referred to as the Green Berets because of their headgear, began operations prior to official U.S. entry into the Vietnam War. Special Forces operators often work in small units called "A" teams. Many of their missions involve working with soldiers of foreign military units in a training, support, and/or coordinating role. They can operate independently or as a part of a larger military force. Special Forces have been involved recently in Somalia, Afghanistan, Pakistan, Iraq, and many other places around the world.

USMC

The United States Marine Corps is the infantry arm of the U.S. Navy. Though a large force, it's considered elite because of the training and skills necessary for the amphibious operations that are its specialty. Within the USMC are small groups known as reconnaissance battalions. These units operate behind enemy lines and prepare the way for the rest of the Marines.

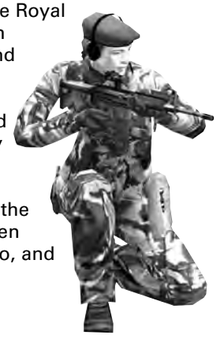
USAF COMBAT OPERATIONS



Dating back to World War II, the U.S. Air Force has used highly trained soldiers for ground operations. Whether in the role of pathfinders who mark drop zones for the paratroopers, forward air controllers (FAC) that call in air support, or combat search and rescue (CSAR) missions, these Air Force troops must have many of the same skills and training as other special operations forces.

The United Kingdom

ROYAL MARINES



Officially created in 1664, the Royal Marines have participated in combat operations all around the world. As the infantry component of the Royal Navy, they have represented British involvement in many theaters in recent years. In addition to actions in the Falkland Islands and Africa, the Royal Marines have also been involved in Malaysia, Borneo, and East Timor.

SAS



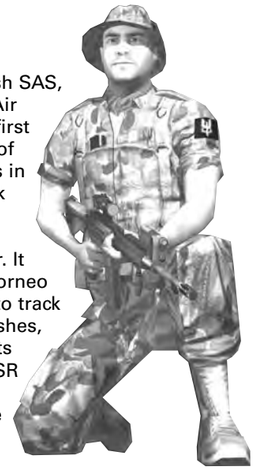
While the Special Air Service is a military unit, it is also the United Kingdom's primary counterterrorist unit. It deals with hostage and other terrorist situations plus military commando-style operations. The SAS was formed during WWII as a desert raiding force tasked with attacking Rommel's logistics in North Africa. One of their most successful missions was a raid on two German airfields where the SAS destroyed 61 aircraft. When they ran out of explosives, they used their personal weapons to shoot the controls. One man even used his bare hands to tear out a plane's cockpit.

The most famous SAS operation was the liberation of the Iranian embassy in May of 1980. Iranian terrorists opposed to the government of the Ayatollah Khomeini seized the embassy and took 26 people hostage. The SAS used three teams to enter the building. One team rappelled down from the roof, another used a balcony from an adjacent building, while the third team breached a wall. All hostages were rescued, and all but one terrorist was killed.



Australia

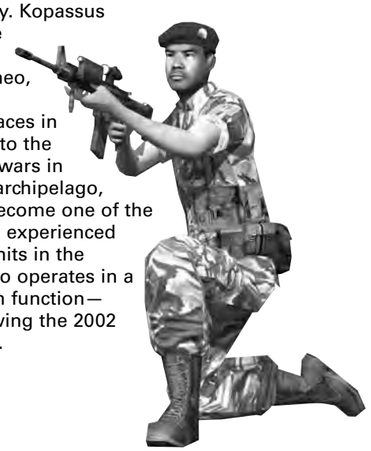
SASR



Modeled after the British SAS, the Australian Special Air Service Regiment was first deployed in 1965. One of their early conflicts was in Borneo where their task was to prevent communist Indonesian troops from taking over. It was in the jungles of Borneo that the SASR learned to track guerillas and lay ambushes, as well as win the hearts of the local people. SASR units also took part in the Vietnam War, where they served alongside U.S. SEAL and Special Forces Teams.

Indonesia

KOPASSUS

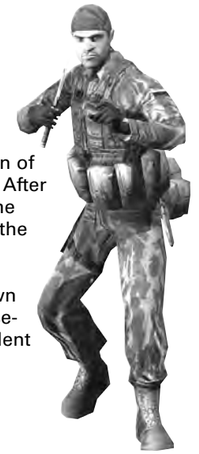


As the special forces arm of the Indonesian Army, Kopassus has its roots as the RPKAD, which was created in 1952 and helped shaped national policy for half a century. Kopassus fought to secure Indonesian interests in Borneo, East Timor, and several other places in the region. Due to the many brushfire wars in the Indonesian archipelago, Kopassus has become one of the more active and experienced special forces units in the world, and it also operates in a counterterrorism function—especially following the 2002 bombing in Bali.



Russia

SPETSNATZ



The Spetsnatz was the Soviet Union's special forces unit. It saw a lot of action during the Soviet invasion and occupation of Afghanistan during the 1980s. After the end of the Cold War and the break up of the Soviet Union, the Spetsnatz took part in combat operations in Chechnya. Spetsnatz operatives are known for their ruthlessness and close-combat skills—especially in silent hand-to-hand combat.

Germany

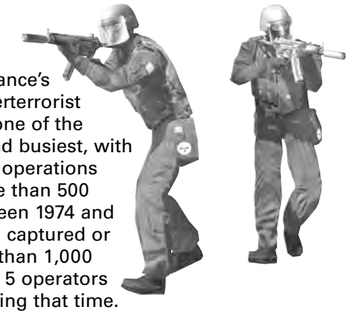
KSK



When German nationals were held hostage during the Rwandan civil war in 1994, they had to be rescued by Belgian and French troops because the German military had no suitably trained force to undertake such an operation. In response, the Kommando Spezielkraefte, or KSK, was formed. Their purpose was to respond rapidly worldwide to incidents involving German citizens, as well as to protect German interests. Trained to operate in climates such as jungles and deserts, the KSK has sent more than 100 troops to take part in the fight against Al-Qaeda in Afghanistan.

France

GIGN



The Groupe d'Intervention Gendarmerie Nationale is France's premier counterterrorist unit. It is also one of the world's best and busiest, with more than 650 operations that freed more than 500 hostages between 1974 and 1985. They also captured or arrested more than 1,000 terrorists. Only 5 operators were killed during that time.

The GIGN's first operation was a take down of a bus in Djibouti where 30 schoolchildren were held hostage in 1974. The terrorists allowed sandwiches to be brought in for the children. The sandwiches had been drugged, and when the tranquilized children fell asleep, it cleared shots for the GIGN snipers.

The GIGN operates all around the world and therefore is trained to operate in all types of environments from arctic to alpine to desert and even urban.

The Rebels

Indonesia has a long history of foreign control. However, once independence was realized, the different groups who had been lumped together under Dutch imperialism were again bound by the Indonesian government. Other groups were invaded and annexed by Indonesia, such as East Timor after it gained independence from Portugal in 1975. During a 24-year struggle, the people of East Timor finally voted for autonomy in 1999; however, militia units supported by the Indonesian military went on a killing spree, going after supporters of independence. In response, a United Nations peacekeeping mission was sent in to maintain order and administer East Timor until it gained complete independence in 2002.

The atrocities and oppression of the Indonesian government, as well as the success of East Timor, has encouraged other independence movements throughout Indonesia. Aceh, Papua, the Maluku, and Kalimantan have all sought separation from Indonesia.

As a result of the decades of war and bloodshed, many of the people who suffered under the Indonesian government have taken up arms and started a widespread rebellion to overthrow the Indonesian government and gain independence for the various groups currently ruled under tyranny. The Rebels can be grouped into two main categories—Indonesian ex-military and Indonesian separatists.

INDONESIAN EX-MILITARY

These are former soldiers who have served in the Indonesian military. They have become disillusioned with fighting for a corrupt regime and the terror and destruction it has caused. Therefore, they have taken their knowledge—and often their weapons and vehicles—and joined the rebellion to create a better Indonesia.





INDONESIAN SEPARATISTS

These fighters seek independence from the Indonesian government. While this movement has been going on for years, recent events have added many people with nothing to lose to the ranks. Strengthened by the addition of the Indonesian ex-military, the separatists feel they now have a chance for lasting change.





THE ARSENAL

As you take the role of a Joint Operations soldier or Indonesian Rebel, you'll use a number of different weapons to help you accomplish your objectives. Your weapons and equipment fall into six main categories: hand weapons, assault rifles and submachine guns, machine guns, sniper rifles, specialty weapons, and explosives. Let's take a look at each category and the individual weapons and equipment available to you during your operations in Indonesia.

Hand Weapons

Hand weapons consist of personal weapons such as blades, pistols, and a shotgun. These are also considered secondary weapons, because you use a rifle or machine gun most of the time. Hand weapons are for short-range combat. Use them either as a backup to your primary weapon or in a situation where your hand weapon is better suited for the task.

Bayonet



TEAM: Joint Operations

Every Joint Operations soldier is issued a bayonet. This weapon is used as a combat knife for extremely close range rather than attaching it to a rifle. The bayonet is silent and kills with one attack. However, because most of the enemies you face carry firearms, avoid using this weapon except when absolutely necessary—such as when you run out of ammo.

TIP

During a multiplayer game, you receive more points for making a kill with a bayonet or machete due to the close in nature of the combat and the risk involved.

Machete



TEAM: Rebels

Carried by the Rebels, the machete is essentially a large knife used for slashing at enemies. Like the bayonet, it is a silent weapon and can kill with only one hit. When you're close to the enemy and you empty a magazine from your rifle, quickly switch to your machete and use it. This is faster than reloading and gives you a chance to kill your enemy rather than be killed. Also, an enemy facing a Rebel running at him or her with a machete will sometimes panic and miss a shot, giving you a chance to close in for the kill.



Colt 1911



TEAM: Both

AMMO TYPE: .45 ACP FMJ

ROUNDS PER MAGAZINE: 7

ROUNDS CARRIED: 7–21

A high-powered side arm preferred by Delta Operators for its reliability and stopping power, the Colt .45 has armed the United States military since 1911. The design was standardized in 1926 and remains unchanged. The pistol is extremely accurate when used for single shots. With a small magazine capacity, the .45 needs frequent reloading. However, its heavy round drops an enemy with a single hit.

M9 Beretta



TEAM: Joint Operations

AMMO TYPE: 9mm FMJ

ROUNDS PER MAGAZINE: 15

ROUNDS CARRIED: 15–45

The M9 is the U.S. Army's standard side arm. The higher-capacity magazine and increased accuracy during rapid fire makes this weapon more manageable than the Colt .45. Make this your standard pistol for most missions.

S&W .357 Revolver



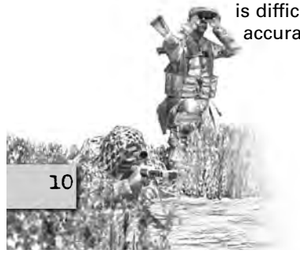
TEAM: Rebels

AMMO TYPE: .357 Magnum FMJ

ROUNDS PER LOAD: 6

ROUNDS CARRIED: 12–36

This six-shot packs a serious punch, but it lacks the speed of the Colt or Beretta. At closer range it is deadly. Because of its kickback, the .357 is difficult to fire quickly and accurately.



Mossberg Shotgun



TEAM: Both

AMMO TYPE: 12 gauge 00 buckshot

ROUNDS PER LOAD: 7

ROUNDS CARRIED: 7–21

Used for extreme close-quarters combat, this shotgun has high stopping power in close, but loses force with range. It is not very accurate, but it provides good coverage close in. Because it comes with a maximum of 21 shots, the shotgun has limited usefulness during a mission. However, it is excellent when clearing a building, because a single shot takes out several enemies if they are close together. This makes the shotgun effective, especially at bases where you can pick up more ammo at the armory.

Assault Rifles and Submachine Guns



Assault rifles are the main weapon type employed during most missions. They provide the firepower to engage targets at long range as well as up close, giving soldiers flexibility. Submachine guns, on the other hand, are more specialized. Firing a pistol-caliber round, assault rifles and submachine guns are intended for short-range combat where rate of fire is more important than accuracy.



M4



TEAM: Joint Operations

AMMO TYPE: 5.56 x 45 FMJ

ROUNDS PER MAGAZINE: 30

ROUNDS CARRIED: 180–300

This compact version of the M16 is lightweight, fully automatic, and more maneuverable than the original, making it the preferred assault rifle of many special operations units. The only downside is that the shorter barrel reduces accuracy. The M4 can be fired in full-automatic mode, although semiautomatic mode is preferable for long-range shooting. The accuracy is better and it also helps conserve ammunition. This assault rifle features aimpoints that provide magnification during scoped view, increased accuracy, and improved peripheral vision as compared to standard iron sights. When using a M4, use the scoped view as much as possible. Because of the aimpoints, select the M4 over the M16 for most missions.

M16



TEAM: Joint Operations

AMMO TYPE: 5.56 x 45 FMJ

ROUNDS PER MAGAZINE: 30

ROUNDS CARRIED: 180–300

The M16A2 has been in wide use by the armies of more than 30 countries since its introduction to the U.S. Army in 1957. The A2 version is more accurate and durable than its Vietnam-era relatives. Heavier than the M4, the M16 has two firing modes: semiautomatic and three-round burst. Most standard U.S. Army units use it. The M16 offers only its standard iron sights when a scoped view is used.

AK47



TEAM: Rebels

AMMO TYPE: 7.62 x 39 FMJ

ROUNDS PER MAGAZINE: 30

ROUNDS CARRIED: 180–300

Mikhail Kalashnikov originally designed this Soviet assault rifle nearly 60 years ago. The AK47 is one of the most influential and reliable rifles ever produced, but also one of the most produced of any rifle. Chambered for a larger round than the M4 or M16, the AK47 is not as accurate as the other two rifles.



AK74



TEAM: Rebels
AMMO TYPE: 5.56 x 39 FMJ
ROUNDS PER MAGAZINE: 30
ROUNDS CARRIED: 180–300

Though it looks similar to the AK47, the AK74 is a more recent design and chambered for the same caliber round as the M16 and M4. The smaller round gives the AK74 less kickback than the AK47 and better accuracy as a result. As a Rebel soldier, pick this rifle over the AK47. This assault rifle features reflex sights that provide magnification during scoped view, increased accuracy, and improved peripheral vision.

Grenade Launchers

M203-Exclusive to Joint Ops



GP25-Exclusive to Rebels



TEAM: Both
AMMO TYPE: 40mm grenade
ROUNDS CARRIED: 1–6

The four assault rifles in the game (M4, M16, AK47, and AK74) can be equipped with a grenade launcher attached under the barrel. For the Rebels, the GP25 can be equipped with a grenade launcher. When carrying an assault rifle equipped with a grenade launcher, press [3] to cycle through the rates of fire for the rifle until you come to the grenade launcher. The launcher holds only one grenade at a time and must be reloaded after each shot. It's available only to the Rifleman class. Definitely choose this for the additional firepower it provides.

MP5 Silenced



TEAM: Both
AMMO TYPE: 9mm FMJ
ROUNDS PER MAGAZINE: 30
ROUNDS CARRIED: 180–300

Primarily used by pilots or vehicle operators as a personal side arm, the MP5 is currently the world's most popular submachine gun. It fires a 9mm round, which reduces its stopping power, but it is very accurate. This version is fitted with a sound suppressor. The MP5 is the only silenced weapon in the arsenal. This allows it to be used during covert operations where your teams must avoid alerting others to their presence, or for sneaking in behind enemy lines. The MP5 uses iron sights during scoped view and offers only fully automatic rate of fire. It is an excellent weapon for urban and Close-Quarters Battle (CQB) situations.



MP5/10



TEAM: Both
AMMO TYPE: 10mm FMJ
ROUNDS PER MAGAZINE: 30
ROUNDS CARRIED: 180–300

This submachine gun fires a larger caliber round than the MP5. While it offers more stopping power, you lose the stealthy benefit of the silencer. As a result, you are better off going with an assault rifle for firepower or the MP5 Silenced for stealth. There is an advantage with the MP5/10—less recoil.

Machine Guns

The Gunner class is the only class that carries machine guns. These weapons fire assault rifle caliber or larger bullets at high rates of fire and usually have large magazines or belts. While they are not as accurate as assault rifles, they can put out a lot of lead. As a result, machine guns are best used in the support role. Use your gunners to cover your teammates as they assault enemy emplacements or for defending against an enemy attack.

M249 SAW



TEAM: Joint Operations
AMMO TYPE: 5.56 x 45 FMJ
ROUNDS PER BELT: 200
ROUNDS CARRIED: 200–600

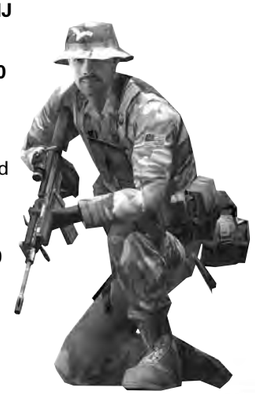
The M249 SAW (Squad Automatic Weapon) has been a standard feature of the fire team since the 1980s. Its ability to lay down high amounts of reliable, accurate fire has made it indispensable. Typically, one SAW is issued per six-man team and requires only one soldier to operate. It fires from 30-round M16 magazines or 200-round drum magazines using belt-fed disintegrating metallic links. As a personal weapon, the SAW and any of the machine guns are not very useful. They are large and not as accurate during movement. They also do not have a scoped view. Instead, use machine guns as support weapons for a fire team, laying down cover and support fire for the rest of the team as they maneuver. The SAW's high rate of fire easily creates a kill zone in any open area such as a courtyard or street. This weapon is best used from a prone position. If you need a machine gun, the SAW is your best choice.

M60



TEAM: Joint Operations
AMMO TYPE: 7.62 x 51 FMJ
ROUNDS PER BELT: 100
ROUNDS CARRIED: 100–300

The M60 gas-powered machine gun is larger and more powerful than the M249. It fires the 7.62 round for increased range and stopping power, but its heavier weight and ammunition make the M60 awkward to fire.



M240



TEAM: Joint Operations
AMMO TYPE: 7.62 x 51 FMJ
ROUNDS PER BELT: 100
ROUNDS CARRIED: 100–300

The M240 is a standard machine gun in many North Atlantic Treaty Organization (NATO) countries, where it is called the FN MAG-58. The M240 is often vehicle-mounted with a twin handle and thumb-actuated trigger. For handheld use, a rifle stock and standard trigger mechanism are used. The M240 has no selective fire; it offers fully automatic fire only. The M240 is one of the most reliable machine guns in use today.

RPK



TEAM: Rebels
AMMO TYPE: 5.45 x 39 FMJ
ROUNDS PER MAGAZINE: 45
ROUNDS CARRIED: 45–585



The RPK is the machine gun version of the AK74 assault rifle. The main differences are a longer barrel and a large magazine. Unlike other machine guns, the RPK holds only 45 rounds in its magazine, meaning that it must be reloaded more frequently than the other weapons in this category. However, it is much easier to use on the move or from a standing position than the PKM. It also fires a unique round—smaller than the AK47.

PKM



TEAM: Rebels
AMMO TYPE: 7.62 x 39 FMJ
ROUNDS PER BELT: 100
ROUNDS CARRIED: 100–400

The PKM is a dedicated light machine gun that is belt-fed from 100-round magazine boxes. Firing a larger round than the RPK, this machine gun has more stopping power. Because of the gun's recoil when firing long bursts, fire this weapon while prone for improved accuracy.

Sniper Rifles

L115A



TEAM: Both
AMMO TYPE: .338 Lupua
ROUNDS PER MAGAZINE: 10
ROUNDS CARRIED: 10–40
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x, 10x, 12x, 14x, 16x



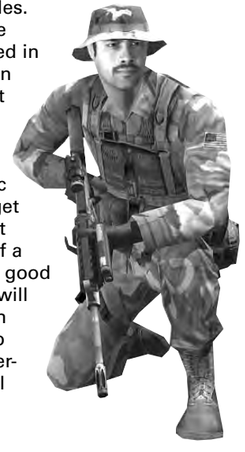
This is the newest sniper rifle in the British arsenal and is also used by other forces. It was designed to pack a punch similar to the M82 Barrett, but to be smaller and easier to use. This is an excellent weapon for engaging the enemy at extreme range and has the power to take out an enemy with a single, well-placed shot. If you plan on sniping, try this rifle.

M21



TEAM: Rebels
AMMO TYPE: 7.62 x 51 FMJ
ROUNDS PER MAGAZINE: 20
ROUNDS CARRIED: 20–60
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x

This semiautomatic sniper rifle is fitted with a medium-power scope that is adjustable to allow for accurate sniping from helicopters or moving ground vehicles. Introduced in 1969 as the XM21, it was initially used in the Vietnam conflict as an upgrade from the M14. It was fielded with a hardwood stock and later replaced by fiber-glass. The semiautomatic fire allows for faster target acquisition and firing but sacrifices the accuracy of a bolt-action rifle. This is a good choice for a sniper who will engage several targets in quick succession, or who may be engaged in closer-range combat than usual for a sniper.



M24



TEAM: Joint Operations
AMMO TYPE: 7.62 x 51 FMJ
ROUNDS PER MAGAZINE: 5
ROUNDS CARRIED: 30–50
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x, 10x

This bolt-action sniper weapon system has been a standard in the military since it was designed to replace the M21 by offering increased range and accuracy over its predecessors. For longer-range combat, the M24 is one of the best sniper rifles. However, because it is bolt action, refrain from using it in close combat where a higher rate of fire is necessary.

SR-25



TEAM: Joint Operations
AMMO TYPE: 7.62 x 51 FMJ
ROUNDS PER MAGAZINE: 20
ROUNDS CARRIED: 20–60
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x, 10x

The SR-25 is based on the M16. The assembly is similar but designed to accommodate a larger round. The barrel is a match-grade rifle barrel, which provides accuracy at various ranges. The 20-round magazine lets the shooter stay on target for many shots without having to go off target to reload. This rifle is comparable to the M21. If you are a sniper and that is all you plan on doing, go for a better rifle. However, if you are going to be closer to the enemy where the semiautomatic firing could be useful, then take along the SR-25.

Dragunov



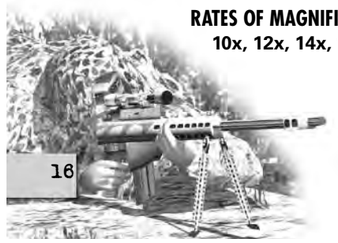
TEAM: Rebels
AMMO TYPE: 7.62 x 54R FMJ
ROUNDS PER MAGAZINE: 10
ROUNDS CARRIED: 10–50
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x, 10x, 12x, 14x

The Dragunov was originally designed as a Soviet light support weapon, not as a sniper rifle. However, it has been a staple sniper rifle for decades used by Soviet-friendly nations and supported groups. This is a decent rifle for taking out enemy personnel at long range without the bulkiness of the L115A or the M82 Barrett.

M82 Barrett



TEAM: Both
AMMO TYPE: .50 cal FMJ
ROUNDS PER MAGAZINE: 10
ROUNDS CARRIED: 10–40
RATES OF MAGNIFICATION: 2x, 4x, 6x, 8x, 10x, 12x, 14x, 16x



The Barrett M82A1 is considered an anti-matériel weapon designed to stop armored personnel carriers and the like. Its .50-caliber bullet is effective against many light-skinned vehicles and structures. This is one heavy rifle. Choose it only if you stay in one place. The Barrett's accuracy is limited only by the ammunition used. At the best of times, it boasts 1 MOA (Minute of Angle) accuracy and a range of 1,800 meters. Its heavy-caliber round makes it an excellent choice for using against vehicles at extreme ranges. However, for anti-personnel uses, select the Dragunov, L115A, or M24.

Specialty Weapons

These are considered support type weapons in that they provide specialized firepower for certain circumstances. Soldiers use their primary weapon most of the time and bring out these weapons only when the situation calls for them. A downside of these weapons is their limited amount of ammunition.

M224 Mortar



TEAM: Both
AMMO TYPE: 60mm Mortar
ROUNDS CARRIED: 1–4



The mortar is a unique weapon. The only indirect-fired weapon, it allows you to attack enemies at long range without the enemy even being able to see you. For example, you can attack targets on the other side of a hill. Carried only by the Engineer class, the mortar is aimed using the mini-map view. A small circle with a dot in the center shows where the mortar is aimed. Notice that as you move the targeting reticle away from your position, the circle gets larger. This shows the area in which your round will fall. The farther away the target, the less accurate your shot. Mortars have a range from 100 to 400 meters. Because of its minimum range, mortars can be fired only at distant targets.

TIP

Because the round takes a while to travel, do not use the mortar to engage moving targets. Instead, use it against stationary defenses such as emplaced weapons or bases.

Target Designator

TEAM: Both



The target designator is not really a weapon at all. However, it works hand-in-hand with the mortar. Any class can carry this device, which is essentially a scope with a laser attached. When the target designator is activated, the user can zoom in and center a target in the crosshairs much in the same way that a sniper aims. However, when the device is "fired," a targeting circle appears on the maps of all team members. Engineers carrying mortars can then center their targeting reticle over the laser circle destroying weapons systems, blowing up bridges, and other structures.

AT-4



TEAM: Joint Operations
AMMO TYPE: Anti-tank rocket
ROUNDS CARRIED: 2

A light anti-armor rocket, the AT-4 is a portable, shoulder-fired rocket launcher. Firing an 84mm unguided rocket, the AT-4 is capable of penetrating 400mm of rolled homogeneous armor. Good for attacking armored vehicles, the AT-4 also can be used against boats and mounted-weapons positions.

RPG-7



TEAM: Rebels
AMMO TYPE: Rocket-propelled grenade
ROUNDS CARRIED: 2

The RPG-7 is similar to the AT-4 for game purposes. It is primary an anti-tank weapon used for attacking vehicles. However, it's also useful against a group of enemy soldiers or even helicopters hovering nearby.

FIM-92 Stinger



TEAM: Both

AMMO TYPE: Stinger surface-to-air missile

ROUNDS CARRIED: 3

The Stinger is the only anti-aircraft weapon in the game. Though it holds only one shot, that's all you need to take down an enemy helicopter. Be sure to arm soldiers defending your bases with these weapons to deal with any enemies flying toward you.

Explosives

Satchel Charge



TEAM: Both

AMMO TYPE: M183 satchel charge

ROUNDS CARRIED: 1–2

A satchel charge is merely a container of C4 plastic explosive. It can be placed near a target, then set off by a remote detonator. Move away from the charge before detonation. Satchel charges are useful for clearing roadblocks, destroying weapons systems, blowing up bridges, and other structures.



Claymore



TEAM: Both

AMMO TYPE: Anti-personnel mine

ROUNDS CARRIED: 1–2

Claymores are strictly anti-personnel. Because they are directional, face in the direction you want the blast to travel when placing them. These mines are extremely effective for defense and for covering narrow access ways, such as alleys. These proximity mines detonate as the enemy approaches them.

Flashbang Grenade



TEAM: Both

AMMO TYPE: Stun grenade

ROUNDS CARRIED: 1–3

The XM84 "flashbang" is specifically designed to disorient and distract hostile forces in a nonlethal manner. The grenade produces a blinding flash of light and a noise that temporarily confuses anyone in its immediate area. While the frag grenade may seem like a better option than a flashbang because of its lethality, the flashbang affects a larger area. When it detonates, people nearby are rendered incapable of resistance. Throw one into a room or area before entering, then rush in without fear of enemy fire. Then neutralize all hostiles before they recover.

Fragmentation Grenade



TEAM: Both

AMMO TYPE: Fragmentation grenade

ROUNDS CARRIED: 1–3

When M67 is thrown, its delayed fuse detonates 6.5 ounces of high explosive. The resulting high-velocity shrapnel can cause casualties out to 15 meters. Frag grenades are best used against concentrations of enemies or for attacking around corners. Because of the delayed fuse, you can bounce them off a wall or throw them over an obstacle to take out an enemy without exposing yourself to fire. They are great for clearing a room. However, use caution when friendly fire is on, because a frag grenade can kill you or your teammates if it detonates too close to you.

M18 Smoke Grenade



TEAM: Both

AMMO TYPE: Smoke grenade

ROUNDS CARRIED: 1–3

This grenade produces large clouds of thick, opaque, white smoke. Use it to prevent line-of-sight during movement or to mark a location for fire-support or rescue teams. If you must cross a street that the enemy has set up as a kill zone, throw a smoke grenade or two between the enemy and where you must move through. This creates a temporary source of concealment allowing you to move unmolested.



Other Items

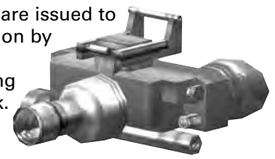
Some important items are always included in a soldier's kit and do not need to be selected.

Medical Kits



Carried only by the Medic class, these items allow a medic to heal wounded soldiers. In addition, some soldiers who have been "killed" are really only incapacitated. If a medic gets to them in time, they can be revived.

Night Vision Goggles



Night vision goggles are issued to all troops. They function by amplifying the area's ambient light, allowing you to see in the dark. Activate your night vision goggles by pressing [N]. The view turns to a green-and-black display. This is good for operating at night or entering dark interiors.



SOLDIER CLASSES AND KITS

During a mission, you select not only a side on which to play—the Joint Operations soldier or Indonesian Rebel—you also choose which class of soldier you will be. The class determines the types of weapons you can carry into battle. However, don't stress out over which class to choose in the beginning. If you need to change, head for the nearest armory where you can reload ammunition, change out weapons, and even select a different class. During the course of a mission, you may need to change classes depending on the circumstances.

This chapter discusses each of the five classes—Rifleman, Gunner, Engineer, Sniper, and Medic. However, before looking at the specifics of each class, review the following tables, one table for each side. For each class, the table lists the choices for primary weapons, secondary weapons, accessories, and grenades.

JOINT OPERATIONS KITS

CLASS	PRIMARY WEAPONS	SECONDARY WEAPONS	ACCESSORIES	GRENADES
Rifleman	M4	Colt 1911A1	Claymores	Flashbangs
	M4/M203	M9 Beretta	AT-4	Frag Grenades
	M16	Mossberg Shotgun	Target Designator	M18 Smoke Grenades
	M16/M203	–	–	–
	MP5 Silenced	–	–	–
	MP5/10	–	–	–
Gunner	M249	Colt 1911A1	Target Designator	Flashbangs
	M60	M9 Beretta	–	Frag Grenades
	M240	Mossberg Shotgun	–	–
Engineer	M4	Colt 1911A1	Claymores	Flashbangs
	M16	M9 Beretta	M224 60mm Mortar	Frag Grenades
	–	Mossberg Shotgun	FIM-92A Stinger	M18 Smoke Grenades
	–	–	Satchel Charges	–
	–	–	Target Designator	–
Sniper	M24	Colt 1911A1	Claymores	Flashbangs
	Barrett	M9 Beretta	Target Designator	Frag Grenades
	L115A	–	–	–
	SR-25	–	–	–
Medic	M4	Colt 1911A1	Target Designator	Flashbangs
	M16	M9 Beretta	–	Frag Grenades
	MP5 Silenced	–	–	M18 Smoke Grenades
	MP5/10	–	–	–

REBELS KITS

CLASS	PRIMARY WEAPONS	SECONDARY WEAPONS	ACCESSORIES	GRENADES
Rifleman	AK47	Colt 1911A1	Satchel Charges	Flashbangs
	AK47 with Grenade Launcher	S&W .357	Claymores	Frag Grenades
	AK74	Mossberg Shotgun	RPG-7	M18 Smoke Grenades
	AK74 with Grenade Launcher	–	Target Designator	–
	MP5 Silenced	–	–	–
	MP5/10	–	–	–
Gunner	PKM	Colt 1911A1	Target Designator	Flashbangs
	RPK-74	S&W .357	–	Frag Grenades
	–	Mossberg Shotgun	–	–
Engineer	AK47	Colt 1911A1	Claymores	Flashbangs
	AK74	S&W .357	M224 60mm Mortar	Frag Grenades
	–	Mossberg Shotgun	FIM-92A Stinger	M18 Smoke Grenades
	–	–	Target Designator	–
Sniper	M21	Colt 1911A1	Claymores	Flashbangs
	Barrett	S&W .357	Target Designator	Frag Grenades
	Dragunov	–	–	–
	L115A	–	–	–
Medic	AK47	Colt 1911A1	Target Designator	Flashbangs
	AK74	S&W .357	–	Frag Grenades
	MP5 Silenced	–	–	M18 Smoke Grenades
	MP5/10	–	–	–

Rifleman

Rifleman is one of the most common classes selected for a mission. It offers a wide selection of primary weapons, secondary weapons, and accessories, and allows you to carry all three types of grenades. Only riflemen can mount grenade launchers on the assault rifles. While riflemen are really jacks-of-all trades, they can specialize by their choice of accessory. If they carry an AT-4 or RPG-7, they have an anti-armor capability. They are the only class who can carry either of these weapons. With satchel charges or claymores, they can help defend a base or area. Those carrying the target designator can call in mortar strikes in preparation for an attack. The choice is up to you. Along with medics, riflemen can engage in stealth operations because only these two classes can carry the MP5 Silenced submachine gun. The MP5/10 is also good for urban operations where stealth is not an issue.

TIP

If you engage in urban or nighttime operations where combat is usually up close and personal, take along the MP5 Silenced. Otherwise, make the M4/M203 or AK74 with grenade launcher your choice for primary weapon. A grenade launcher's additional firepower is a great asset.





Gunner



While many new players gravitate to the Gunner class because it allows them to carry a machine gun, being an effective gunner takes some practice and discipline. While machine guns have a lot of firepower and can put out a lot of lead in a short amount of time, they are not very accurate—especially if the gunner is moving or even just standing. The key is realizing that the gunner plays a support role. The gunner's job is to lay down suppressing fire—keep the enemies' heads down—while the rest of the soldiers in the gunner's team advance or maneuver. To improve accuracy, a gunner should fire while prone with the iron sight view. Also, fire in bursts rather than in a constant stream. There is no need to waste bullets where the enemy is not present. The downside to the gunner is that the only accessory available is the target designator. Therefore, this class lacks a lot of the flexibility of the Rifleman class.

TIP

When you play as the gunner, take along either the M249 SAW or the PKM. The M249 is more manageable than the other Joint Operations machine guns while the RPK uses 45-round clips, making the PKM's box of 100 rounds much more attractive for the suppressing fire role.



Engineer



If you like accessories, the engineer is the role to play. This class carries an assault rifle, a choice of secondary weapon, all three types of grenades, and some great specialized weapons that no other class can carry. All engineers can carry the FIM-92A Stinger. This is the game's only anti-aircraft weapon, and it allows engineers to shoot down enemy helicopters that come into range. The FIM-92A has three shots. The other engineer-only weapon is the M224 60mm Mortar. This is the only artillery in the game, and the only weapon capable of indirect fire. Again, ammunition is limited—but this time you have four rounds. While the mortar is a powerful weapon, a teammate with a target designator makes mortars much more effective and allows engineers to accurately engage targets behind hills and out of visual range.

TIP

If you are a Joint Operations engineer, take the M4 assault rifle. The Rebel engineer can take the AK74 or AK47, which are good. The accessory you take depends on your role. If you are defending a base, go with the Stinger. On the other hand, if you are a part of the offensive, the mortar is a better choice because you can pound the enemies' defenses before your team assaults. Because the rounds take time to reach the target, as soon as you fire your four shots, switch back to your assault rifle and get ready to charge in with the rest of the team.





Sniper



The sniper is a specialized class and another one that takes some practice to be effective. Unlike other classes, snipers usually operate individually. However, they should coordinate their actions with the rest of the team to increase their impact on the mission's objectives. Snipers can play either defensively or offensively. If on the defense, a sniper is often tasked with covering a base and preventing enemies from taking control. Rather than sitting in the base or within its circle of control, a sniper should find an elevated vantage point that overlooks the base. Sitting in the base negates the sniper's long-range advantage and puts the sniper at a disadvantage against riflemen and the other classes. From a distance, a sniper can pick off enemies that try to take control of the base without being in the target area for mortar fire or air attacks. On the offense, a sniper should precede the main attack force and take up a position on the enemy's flanks or rear. Enemy soldiers manning emplaced weapons such as machine guns are the priority targets. Snipers also can carry a target designator to guide mortar fire onto the enemy.

TIP

A sniper operating alone who does not plan on calling in mortar attacks should take along the claymores. Place these behind your position to take out any enemies who try to sneak up on you while you concentrate on your target area.

Medic



The medic is one of the more useful classes—and also one of the least chosen. For choice of primary weapons, medics are similar to riflemen except they can't take grenade launchers. While they cannot carry the shotgun, they do get all three types of grenades. However, their accessory is limited to a target designator. Because you can't choose anything else, take this. The medic's main specialty equipment is the medic pack. Press [9] to bring out the medic pack, then go up to your teammates and heal them by pressing "Fire" (left-click). A medic can bring a teammate back to full health and revive an incapacitated soldier back to life. This gives points to both the medic and the revived soldier and allows the soldier to keep fighting where he or she bought it, rather than having to respawn at a base. This ability alone makes it worthwhile to have a medic or two in the attack force. Medics show up on their team's mini-maps as a white square with a red cross. This lets players know if they should wait for a medic, or respawn back at base.

TIP

If you are incapacitated during a mission and want a medic to come and revive you, press [9] to alert all medics on your team to your presence.



VEHICLES

Joint Operations: Typhoon Rising provides various vehicles to help you traverse the large maps and get your troops to their objectives. These vehicles can be divided into three categories—vehicles that travel on land, by sea, or in the air. No matter which vehicle you choose, the controls are similar, using the same keys as you do for controlling your soldier.

TIP

If you want to type a message for only those soldiers aboard your vehicle, press U to open a chat window, then enter your message.

Land

5.5 Ton Truck

TEAM: Both

CREW: Driver, 7 passengers

WEAPONS: None



The 5.5 ton truck gets a large group of soldiers to their destination quickly. While it has no weapons and you don't want to rush into a fight with it, passengers, especially those riding in the back, can use their weapons. If you just climb up into the back and don't take a seat, you can adjust your stance and fire in all directions. Make sure some passengers are always "riding shotgun" and are ready for an enemy ambush or attack.

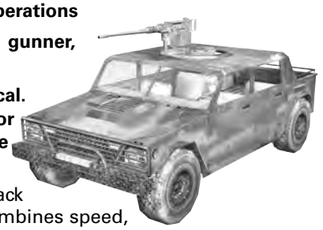


Armored Attack Vehicle

TEAM: Joint Operations

CREW: Driver, 1 gunner, 5 passengers

WEAPONS: .50 cal. machine gun or 40mm grenade launcher



The armored attack vehicle (AAV) combines speed, carrying capacity, and firepower. Use it to patrol around bases or for fast raids against the enemy. It has some armor, but not a lot, so speed is your best defense. When engaging the enemy, keep moving so you present a more difficult target for the enemy to hit with anti-tank weapons.

Because the AAV can carry seven soldiers, a couple of these

TIP

vehicles can quickly rush into an enemy base, drive around within the zone of control, and take over the base before the enemies know what hit them.

Armored Jeep

TEAM: Rebels

CREW: Driver, 1 gunner, 3 passengers

WEAPONS: .50 cal. machine gun or 40mm grenade launcher



This vehicle is the Rebel version of the armored attack vehicle. The only real difference is that it carries fewer passengers. However, for patrolling and raiding, the armored jeep is just as effective because passengers cannot add to the vehicle's firepower unless they disembark.



Stryker

TEAM: Joint Operations

CREW: Driver, 1 gunner, 6 passengers

WEAPONS: Remote-operated .50 cal. machine gun



The Stryker is the U.S. Army's interim armored vehicle. Designed to provide light military forces with firepower and speed as well as protection, the Stryker is perfectly suited for joint operations with foreign troops. Unlike the AAV, the Stryker's machine gun is remotely operated so the gunner is not exposed to enemy fire. The gunner aims the weapon using a 2x magnified scope, which allows for engaging at long range with greater accuracy. The Stryker is also amphibious, but it travels much slower in the water than on land. If you plan on crossing water for more than a short distance, transport the Stryker on an LCAC.

BTR

TEAM: Rebels

CREW: Driver, 1 gunner, 7 passengers

WEAPONS: 30mm cannon



The BTR is the Rebel's armored personnel carrier. The 30mm cannon gives it greater firepower than the Stryker's machine gun and the turret mount provides protection for the gunner. The BTR is also amphibious but slow, so only use it for crossing small bodies of water. The main advantage of the BTR is the number of soldiers it can carry: nine! Send a couple of filled BTRs racing into an enemy base and watch the base turn to your side, as 18 of your soldiers will almost always outnumber the enemy defenders.

Amphibious ATV

TEAM: Both

CREW: Driver, 2 passengers

WEAPONS: None



This little vehicle allows up to three soldiers to get across land or water at a moderate speed. Without armor or weapons, this vehicle is best used for transporting snipers or engineers headed for a mortar position—cases where you are moving a small group through an area where you do not expect resistance. The two passengers can fire their weapons while riding and provide some defense if you run into the enemy.

Sea

Zodiac

TEAM: Both

CREW: Driver, 1 gunner, 2 passengers

WEAPONS: .50 cal. machine gun



The Zodiac is the game's smallest boat. It allows a small force to cross a body of water with speed and some firepower. With room for only four, the Zodiac allows small teams to enter far away from enemy bases and then advance on foot against the enemy's flank or rear. This small boat is also great for moving quickly across maps with rice paddies and canals, which slow down land vehicles and don't allow for larger boats.



LCAC



TEAM: Joint Operations

CREW: Driver, 1 passenger

WEAPONS: None

While it has little protection and no weapons, the LCAC is a quick way for the Joint Operations force to move vehicles and troops across bodies of water in a hurry. While there are only two slots for soldiers, as many as you can fit can ride on the platform. Position soldiers behind the railings at the front of the boat to provide fire if necessary. The LCAC is best used to land vehicles on beaches where they can quickly roll off and get into the fight.

TIP

The boats that carry Strykers or BTRs can offload them offshore and allow them to swim in. While this is slower, it allows the boat to avoid enemy fire.

Mark V

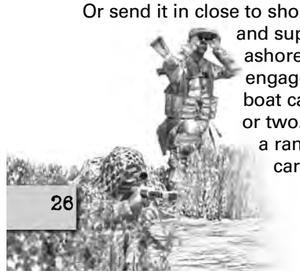


TEAM: Joint Operations

CREW: Driver, 4 gunners, 4 passengers

WEAPONS: 2 .50 cal. machine guns, 2 grenade launchers

The Mark V has one of the largest concentrations of firepower available in a vehicle. Each grenade launcher offers a 180-degree field of fire from straight ahead to the stern. With a couple of machine guns with a similar field of fire, the Mark V is naval support—not just transport. Use the Mark V to patrol the waters near your base and engage enemy boats. Or send it in close to shore to fire at an enemy base and support the troops headed ashore. With two weapons able to engage an area at all times, this boat can clear a beach with a pass or two. In addition, the Mark V has a ramp and platform that can carry a small vehicle.



Armored Patrol Boat



TEAM: Rebels

CREW: Driver, 3 gunners, 4 passengers

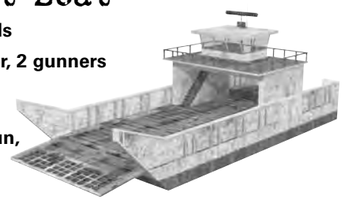
WEAPONS: 2 .50 cal. machine guns, 1 grenade launcher

This Rebel boat is similar to the Mark V. The main difference is that it has only one grenade launcher. However, it is mounted facing forward, giving it a better field of fire at approaching targets. While you can use the patrol boat to transport troops, it's better for engaging enemy boats and attacking enemies near the water.

TIP

Many of the larger boats, especially the landing type craft, have platforms where an engineer or two can set up a mortar. Use these boats as artillery platforms and provide some bombardment from offshore to support your troops assaulting a position.

Large Amphibious Assault Boat



TEAM: Rebels

CREW: Driver, 2 gunners

WEAPONS: .50 cal. machine gun, 1 grenade launcher

Like the LCAC, the large amphibious assault boat can transport vehicles as well as lots of troops. While it may look rusty and not that seaworthy, this boat can sting. Its machine gun and grenade launcher both face forward, so rebels can fire onto the beach as the boat approaches, clearing a way for the landing troops. Use the weapons on the vehicles to add to the firepower.



Air

Little Bird



TEAM: Joint Operations

CREW: Pilot, 1 passenger (attack variant) or 5 passengers (slick)

WEAPONS: Miniguns or rockets

The Little Bird is a versatile helicopter that comes in three different variants. There are two attack versions, one with miniguns and the other with rockets. The rockets offer more firepower, but a slower rate of fire. The third variant has no weapons and is referred to as a slick. However, in place of weapons are seats, allowing slicks to carry four additional passengers outside of the cockpit. These passengers can use their weapons. Use the Little Bird's maneuverability to avoid enemy fire.

TIP

While the attack Little Birds seat only one passenger, soldiers can jump onto the weapon's wings and stand or crouch on them to ride the helicopter.

Black Hawk



TEAM: Joint Operations

CREW: Pilot, 2 gunners, 4 passengers

WEAPONS: 2 miniguns

The Black Hawk is a transport that carries its own protection. With a minigun mounted on each side, it can engage enemies in all directions. A good tactic is to drop off a few troops, then orbit the area, using the miniguns for fire support. While seated passengers cannot use their weapons well, they can crouch or lie prone and shoot out of the doorways. Besides the seven troop positions in the Black Hawk, you can load several more soldiers who have to stand for the ride.

TIP

Helicopters with cargo or passenger areas and open doors can serve as elevated sniper platforms. Have the sniper lie prone in the doorway while the helicopter hovers at a distance from a base or enemy location. The sniper can then engage targets while presenting a small target for the enemy.

Chinook



TEAM: Joint Operations

CREW: Pilot, 2 gunners, 6 passengers

WEAPONS: 2 miniguns

The Chinook is the Joint Operations heavy helicopter. It can carry small land vehicles, and you can load a lot more troops in the cargo area than the six passengers for which there are seats. It has a minigun on each side, and passengers can fire out the rear ramp. While it might be tempting to try to land a Chinook full of troops right into an enemy base, this helicopter makes a big target and is not as agile as small helicopters. Therefore, drop off your troops at a distance from the enemy when using the Chinook.

NBO-105



TEAM: Rebels

CREW: Pilot, 1 passenger (attack variant) or 3 passengers (slick)

WEAPONS: Miniguns or rockets

The NBO-105 is a versatile helicopter that can attack the enemy with miniguns or rockets. The slick version can transport a small group or team. Because of its small size and agility, the NBO-105 is more difficult to attack than large helicopters. Use this to your advantage.

Super Puma



TEAM: Rebels

CREW: Pilot, 2 gunners, 6 passengers

WEAPONS: 2 miniguns

The Super Puma is a medium-size transport helicopter with a minigun on each side. It seats more passengers than the Black Hawk, and you can cram a few more in with standing room only. This is a good helicopter for taking troops into battle, as well as adding fire support from the air.



Halo



TEAM: Rebels

CREW: Pilot, 3 passengers

WEAPONS: None

The Halo is the game's largest helicopter. While it seats only four, its large cargo hold can carry a jeep or other small vehicle and lots of soldiers. Because it lacks weapons, use soldiers for protection. Don't try landing this near the enemy because it's a big target for Stingers and other weapons. Instead, find a clear area away from the enemy to drop off your troops, who can advance in the vehicle carried in the cargo bay.

TIP

If you are trying to land troops from a helicopter onto an island with lots of trees, hover just above the surface of the water near the shore and let the troops jump out into the water and wade ashore. This helps keep your helicopter safe so it can provide fire support or go pick up some more troops.





BASIC TRAINING

Listen up! In *Joint Operations: Typhoon Rising*, you will see a lot of action. Indonesia is a combat zone and you need to be ready to fight at all times. So review this chapter on Basic Training. If you have been involved in other operations around the world (i.e., other games), you may be familiar with some of the material. However, it's still a good idea to review the basics, and it's vital to get to know the specifics of combat in Indonesia, because every operation is different. Pay attention and read carefully so you don't end up heading home lying on a stretcher—or in a body bag.

The Interface

Joint Operations: Typhoon Rising is similar to other first-person shooters you may have played. Depending on your experience, you may find *Joint Operations: Typhoon Rising* a bit more intense, drawing you into the game while you move through jungle ruins or a city and take fire from every direction.

Getting Started



Before you begin a multiplayer game, visit the player info screen. You can access it from the main screen.

Joint Operations: Typhoon Rising allows you to customize the character you use during multiplayer missions. From the main screen, select player to open a new screen where you set up your character. At the top is the box for your profile. You can set up profiles for yourself or others who play on your computer. Click on the name box, delete the default name, then enter the name you want.

Below the profile box, notice a couple of tabs labeled Joint Ops and Rebels. Clicking on either opens your character selection. Each profile contains a Joint Op character and a Rebel character that automatically load when you begin a multiplayer mission. Below the tabs are three boxes. The first one allows you to choose your character's nationality. For your Joint Ops character, you can choose from several. The Rebels are limited to only one—Indonesian Rebel. The next box down lists the forces for each nationality. Some nationalities, such as the United States, offer several forces from which to choose, while others, such as Russia, offer only one. The box below lets you choose your uniform. As you change these three boxes, you see a profile of your character as he or she will appear in the game. You can even select the voice your character uses during the game for emotes. Just click on the boxes below the profile and choose a voice that fits your character.

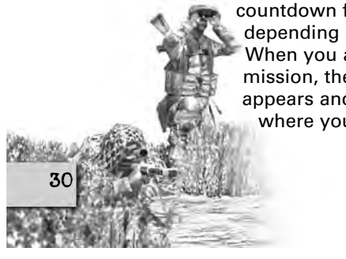
Once you like the way your character looks, set up your kits for missions. Click the box below the name box to select your character's class. The default is Rifleman. To the right of the profile are four larger boxes that allow you to select weapons and equipment for four different categories—primary weapon, secondary weapon, accessory, and grenades. For more information on weapons and equipment, see "The Arsenal" section, while "Soldier Class and Kits" section covers the various classes and kits. For each class, you can customize your kit. Many players have a kit customized for each class so they can quickly select a class and get into a game. However, you are never locked into a class or kit. Each time you visit an armory, you can change the weapons in your kit, or even change your class to meet the mission's needs.

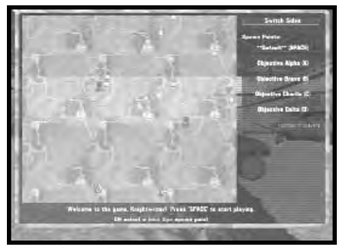




The loading screen gives you an overview of what the mission will entail.

Now you're ready for action. Select a mission of your choice either from Training, a LAN game, or connect to NovaWorld over the Internet. While the mission loads, read the information on the load screen. This screen provides a map of the mission along with the various bases, camps, and objectives. It also provides a brief mission summary and some tips to help you defeat your enemy. Once the mission is loaded, you choose your spawn point. Press Spacebar to spawn at your side's main camp or base. This position cannot be captured by the enemy. You can spawn at different objectives by pressing the letter key that corresponds with the phonetic call sign for the objective. For example, if you want to spawn at objective Alpha, press A. Press B for Bravo and so forth. There may be a countdown for spawning depending on when you connect. When you are killed during a mission, the spawn screen appears and allows you to choose where you wish to respawn.





Select where you want to spawn.

TIP

If you ever need to respawn on purpose, press Ctrl+R and your character instantly dies, allowing you to return to the spawn screen. This is helpful if you get stuck out in the middle of the ocean or somewhere else you do not want to be.

In the Mission: The Game Screen



The game screen's HUD provides important information during a mission.

After spawning, you get into the mission itself. The game screen is set up in first-person—you see what your character sees. At the screen's bottom center is your current weapon held at the ready. The screen also features a heads up display or HUD. This HUD places information right on the screen for easy access during a mission. In *Joint Operations: Typhoon Rising*, your HUD consists of the spin map, character information, and mission information.



SPIN MAP

To the right of your weapon is the spin map. This instrument gives you a top-down view of the area of operations, with your character's position directly in the center. A compass heading with the letter "N" shows you in which direction north lies. On the spin map, 12 o'clock is always the direction you are facing. Therefore, if you want to head north, turn until the "N" is at 12 o'clock and you are now facing north. Zoom the spin map in and out by pressing - and =.

The spin map includes a couple of other useful features. During missions, waypoints appear at your objectives. The paths to these waypoints appear on the spin map as lines that show you the direction to the next objective. You don't have to walk that straight line; it just points you in the right direction. As discussed later in the "Combat Tactics" section, you want to use the terrain for cover and concealment rather than take a direct course out in the open. Directly below the spin map is a readout listing your next waypoint, the distance to that waypoint, and the map grid coordinates for your current location.

TIP

In some missions, you can cycle through various waypoints. This allows you to find the way to an objective or even the nearest armory so you can reload ammo or change your kit. To do this, press F7.

At times, you are taking fire and don't know which direction it's coming from. This is especially true for urban operations, where enemies could be firing at you from every alley and upstairs window, or in the jungle where the trees and high grass can easily conceal the enemy. To help locate the direction of these threats, the spin map includes an indicator illustrating the direction of enemy fire. Yellow sectors show the direction of any enemy fire. Red sectors show the direction of fire that is hitting you! Whenever you hear gunshots, glance at your spin map to see where they are coming from. Then maneuver or act accordingly so those yellow sectors do not become red.

CHARACTER INFORMATION

In the screen's bottom left you find information about your character. It contains an icon of a soldier as well as a weapons box. The soldier icon illustrates the health of your character as well as his or her position or posture. Health is shown by color. If your icon is green, you are healthy. Yellow means that your soldier is lightly wounded, and red represents more serious wounds. The icon also shows whether your character is standing, crouching, or prone.

Below the icon is the weapons box. This shows your currently selected weapon and its selected mode of fire. Below this box, you see how much ammo you have left in the current magazine as well as how much total ammo you have remaining.

If you are in a vehicle, then an outline of the vehicle appears above your character information. This outline provides several bits of information. First, the color of the outline represents the damage level of the vehicle. Green is undamaged, yellow is slightly damaged, and red is very damaged. The numbers on the outline represent seat positions. If a number appears, that position is open. Move to that position by holding down Shift, then pressing the corresponding number. If a number does not appear in one of the little squares, then that position is already occupied. When you are the driver or pilot of the vehicle, the vehicle's speed appears at the bottom of your character information. By default, the speed is set high. However, you can change the speed to meet your needs. For more information on this, see the section later on operating a vehicle.

MISSION INFORMATION

During multiplayer missions, information about the mission appears above the spin map. Here you find the type of mission, time remaining, number of players for each team, and other useful info such as how much time each team has spent in the control zone for team king of the hill missions.

MISSION OBJECTIVES

During a mission, you're given various objectives to complete—mainly in the training missions. Press G to bring up a window displaying your current goals. Press this key again to hide the window. The mission's goals are listed in order with a check box to the left of each one. Once an objective is completed, a red "X" appears in the box.

TIP

Press Tab during a mission to bring up a player list and rankings screen.

THE MAP



Use the map to navigate around your area of operations.

While the spin map gives you a quick look at your surroundings, the map window is more useful for getting an overall view of the mission area. Press M to open a small quarter-screen map. Press it again to close the map window. Unlike in the spin map, the orientation of the map window does not change as you turn. Instead, north is always at the top. Waypoint lines are still shown on all maps, as are topographical and structural features such as rivers, hills, and buildings. Zoom in and out by pressing – and =.



WAYPOINTS

During most missions, you will have waypoints on the map to help guide you to objectives and other destinations. Colored lines that appear on the spin map, the map window, and the commander's map represent the directions to these waypoints. During most multiplayer missions, waypoints show you the direction of the next base you need to capture, as well as the base you need to defend. These objective waypoints are also color coordinated. Rebel-held bases are red, Joint-Op bases are blue, and neutral bases are green.

During some training missions, and especially during coop missions, waypoints show a path which you are to follow. While the other mission types have waypoints only at the bases or objectives, training and coop missions provide a series of waypoints. They lead you to the objective since a straight line to the objective is rarely the safest course. Following these waypoints is easy. Just turn so that the waypoint line is at the 12 o'clock position of your spin map and advance to the end of the waypoint line. Once there, a new waypoint line appears. A distance readout is located in the bottom right hand corner of the screen, next to the spin map. This informs you of the distance to the next waypoint. Also, if you need to cycle through waypoints, which can be done in some but not all missions, press F7. The name of the waypoint appears next to the distance readout.

Looking Around--Different Views of the Action



A third-person view can be helpful at times.



At times it can be useful to get a different view of the situation. The standard view is first person with your weapon displayed. Remove the weapon from the view by pressing F2. To return to the view with the weapon press F3. Select third-person view by pressing F4. From this view, you can use the number pad keys to adjust this camera view even further. 8, 2, 4, and 6 pan the view up, down, left and right respectfully. 7 and 9 zoom the view in and out while 5 returns the camera to the default view. You can sometimes use the third-person view to see what's around a corner without exposing yourself to enemy fire. Just be careful to use this view only when your character is in a relatively safe position, because it's very difficult to shoot from this view.

Controlling your Character

If you have ever played a first-person shooter type game, you should have no trouble getting used to the controls for *Joint Operations: Typhoon Rising*. But if you are new to this type of game, don't worry. The controls are easy to pick up. *Joint Operations: Typhoon Rising* uses a combination of the keyboard and mouse to control your character. Whether you're a rookie or veteran, check out the following section to learn how to effectively control your character.

Movement

Movement is fairly simple. The mouse controls the facing of your character and which direction he or she will move. Move the mouse around to look up and down or left and right. *Joint Operations: Typhoon Rising* uses what's commonly known as the WSAD keyboard configuration for movement. W and S move your character either forward or backward. Turning or changing direction is controlled by the mouse. A and D cause your character to sidestep either left or right. This is referred to as strafing. When strafing, the character continues to face in the same direction while moving laterally. At times you may need to jump over a low wall or up onto a platform. To jump, press Spacebar.

Peeking



Peeking is much safer than running around a corner.

At times, you want to look around a corner or through a doorway without exposing your entire body. Press either Q or E to make your character lean past a corner to see or fire while offering the enemy only a small target. You'll use this quite a bit during urban operations.

Stance

In *Joint Operations: Typhoon Rising*, your character can assume three different stances. The default is standing (C). While standing, your character can run but offers the largest target to the enemy. Press X, and your character drops to a crouch. While he or she cannot move as quickly, your character is more stable while firing and offers a smaller target for the enemy. To drop prone, press Z. This is the most stable stance and offers the enemy the smallest target. However, movement is slow because you must crawl.

Rookies rarely use stances. They just run around everywhere and offer juicy targets to the enemy. As a general rule, whenever you stop to fire or look ahead, always drop to a crouch or even prone. This is what real soldiers do, and if you want to survive in the game, you should too. When playing as a sniper, find a good spot and drop prone. With some good cover or concealment, you can be nearly impossible for the enemy to locate and engage.

TIP

You can also use the arrow keys to control movement rather than the WSAD configuration.

Operating a Vehicle



Vehicles are a great way to get around during a mission and many offer weapons to use against your enemy.

Driving or piloting a vehicle in *Joint Operations: Typhoon Rising* is fairly easy. To enter a vehicle, walk up to one and center your reticle over one of the positions that appear on the HUD and press ⇧Shift. This puts you inside the vehicle or attaches you to a seat. Change positions within a vehicle by holding down ⇧Shift, then pressing the number of the position to which you want to move. Vehicles also use the WSAD configuration for control. However, there are a few differences. For example, helicopters use Q and E to lower or raise your altitude respectively. Use the mouse to steer or A and D. To look around with the mouse without changing your direction of travel, hold down the right mouse button as you look around.

Vehicles travel at three speeds. The default is high. Cycle between the speeds using the following keys: Z for slow, X for medium, and C for high. For example, while heading in a straight line, you probably want to travel fast. However, on a road with lots of tight turns, you should slow down. Also, slower speeds are good for maneuvering a helicopter to land in a desired spot.

Combat

Moving around is only a tool for your real purpose: using your weapons. Let's take a look at what you need to do to become an effective and accurate marksman.



Firearms



A mounted machine gun is just one of the powerful weapons you get to use.

Most of the time, you use firearms. These can be assault rifles, sniper rifles, light machine guns, a submachine gun, pistols, and even a shotgun. To fire a weapon, left click the mouse or press Enter. When the ammo in the magazine or clip gets low, press R to reload. You can also control larger weapons positioned at various locations or mounted aboard helicopters or ground vehicles. To cycle through your various weapons and equipment, use either the mousewheel or [and]. You also can press one of the number keys, 1 through 8, to choose a weapon or other item directly. For some weapons, such as your primary weapon, where there are different firing modes, press the weapon number to cycle through the modes. Here is a list of the keys for selecting your weapons as well as other equipment you carry.

1. **Knife**
2. **Secondary Weapon**
3. **Primary Weapon**
4. **Flashbang Grenade**
5. **Fragmentation Grenade**
6. **Smoke Grenade**
7. **Accessory**
8. **Radio Detonator**
9. **Medic Pack**
- B **Binoculars**
- N **Night Vision Goggles**

WEAPONS ACCURACY



A scope view is much more accurate.

For each firearm, a targeting reticle appears in the screen's center. However just because the reticle is over a target does not mean that the bullet will hit it. This just provides a means of aiming your weapon; where the bullets actually hit depends on a number of factors. In *Joint Operations: Typhoon Rising*, weapons accuracy is modeled after real life and common sense. You are more accurate when stationary and stable than when running. The less accurate your firing, the larger the circle of spread or area in which your bullets will hit. Therefore, even if you have the reticle centered on your target, if your spread area is larger than the target, you may miss the target altogether.

TIP

When firing a machine gun as the Gunner class, drop prone or your shots will be all over the place. While prone, watch how stable your machine gun is as compared to firing while standing.

One of the best ways to improve accuracy, in addition to firing while motionless, is to use the scope view. Right click the mouse or press / to bring up a view with the weapon's sight centered on the screen. While this provides a bit of magnification and cuts down on your peripheral vision somewhat, it increases your accuracy because you are looking down the weapon's barrel rather than firing from the hip. While you can move around with the scope view up at all times, especially when you have to fire fast to get the drop on an enemy, it's usually best to bring up the scope view only when you need to fire at a target.

TIP

With the aimpoint on the M4, you can use the scope view more often because it does not block your view much. In fact, this sight was designed for use during close-quarters battle tactics.



The sniper rifles allow you to take out enemies before they even know you are there.

Sniper rifles are equipped with a scope. When you bring up scope view, you are looking only through the scope. All peripheral vision is completely blocked. Each scope can cycle through magnification levels by using the mousewheel or [and]. The scope makes your shots much more accurate and allows you to engage targets at long range. In addition to the magnification, you also see a distance number in the sniper rifle's scope view. This is the scope's elevation. As a bullet travels, it drops due to gravity. While the drop is not much for short- or medium-range fire, it becomes more significant when firing at the long ranges often used by snipers. To find the range to the target, select your binoculars, which include a rangefinder. This tells you the distance to your target in meters. Then switch back to your sniper rifle. Adjust the scope's elevation by pressing Ctrl and using the mousewheel UP or DOWN, or by pressing " (⇧Shift ') or '. Because the elevation can be set only in increments of 100, you have to select the closest to the actual range, then aim a bit higher or lower as needed. As you can see, a good sniper takes time to make sure he or she can get a kill with a single shot.

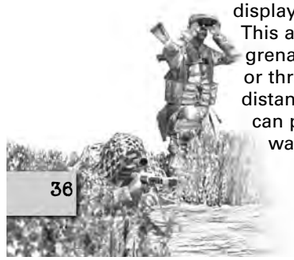


Grenades



A fragmentation grenade can kill you or your teammates, so throw with caution.

"The Arsenal" section discussed the various types of grenades and when they should be used. However, here is where you learn how to throw them. Don't worry, it's a lot easier than sniping. To throw a grenade, aim in the direction you want to throw it and click the mouse. To give it a higher trajectory, look up as you throw it. For more control over the distance of your throw, hold down the right mouse button to bring up a power meter. As you continue to hold down the button, the power meter rises from 0 to 100 percent. Release the button to throw the grenade at the power level displayed at the time of release. This allows you to just toss a grenade gently around a corner or throw it hard for maximum distance. With a little practice, you can put a grenade wherever you want it to go.

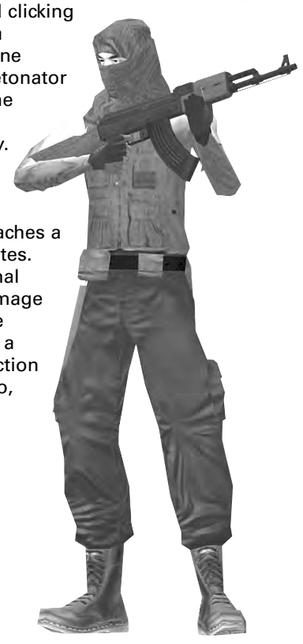


Explosives



Claymores are great ways to secure areas through which the enemy may try to advance. Place it in low or high grass to hide it, making it difficult for the enemy to see before it detonates.

Explosives are a bit different. The AT-4 and RPG-7 function just like a firearm. Just aim and shoot. Drop satchel charges by clicking the mouse. They stay put until detonated, which you do by selecting the radio detonator and clicking the mouse as if to fire a weapon. If more than one charge is placed, the detonator sets off all charges at the same time. Claymores function a bit differently. Once you drop them, they act on their own, like a proximity mine. When an enemy approaches a claymore, it self-detonates. Claymores are directional explosives, causing damage in the direction they are facing. When you place a claymore, face the direction you want the blast to go, then click the mouse to drop the claymore.





Communicating with Your Team



Send a verbal message to the members of your team over the radio.

Joint Operations: Typhoon Rising is a multiplayer game, with the exception of the training missions. And, all types of missions are team based. Because you will be playing with other people, you need to know how to communicate with them.

Like many multiplayer games, you can type in messages and send them to other people. There are three ways to do this. To send a message to everyone on your team, press Y and a text window appears. Type in your message and then press Enter to send it. If you want to send a message to everyone in the game, in other words, both teams, press T, then enter your message. Use the inter-vehicle chat to send a message to only the people in your vehicle, by pressing U, then type in your message.

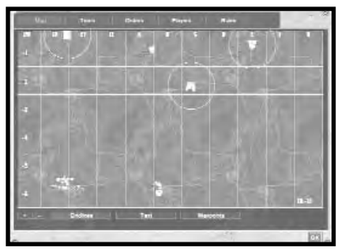


While chat messages allow you to be specific, sometimes you want to send a quick message without having to type it. When you want to send a quick verbal message to the people near your character, press F9 to bring up a listing of ten different messages. The first seven are always the same while the last three vary depending on the situation. Press the number key corresponding to the message you want. Players nearby hear your character saying the message and see him or her act out the command. Another option is to send a radio message, which can be heard by all members of your team. Press F10 to open up the radio message list. The first eight messages are always the same while the last two vary according to the situation.

Commanding Your Team

Many multiplayer games make coordination of a team difficult and force players to type in all of their commands. *Joint Operations: Typhoon Rising* offers a new means of organizing a team and making their efforts much more effective. Press V to open the commander's screen. This screen offers a lot of information and controls for giving orders to other players. Across the top of this screen are five buttons that select various aspects of this function.

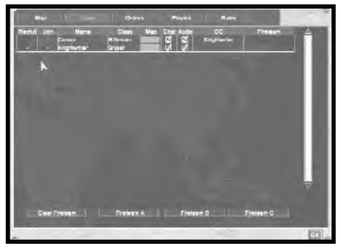
Map



The commander's screen is a powerful way to coordinate the actions of your team. This is the map.

The first is the map. This provides a full screen view of the mission map. Buttons at the bottom of the screen allow you to filter information that appears on the map. Scroll the map by clicking on a part of the map, then moving the mouse while holding down the left mouse button.

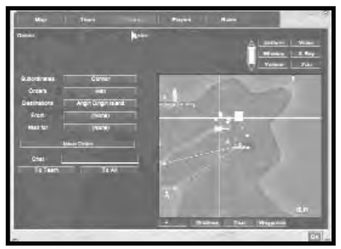
Team



The team screen.

The next button on the top is the team button. Click on this to see a list of all players on your team. Boxes next to each name are labeled recruit and join. If you want a player to come under your command, click on the recruit box. That player receives a message saying you want him or her under your command. To join someone's command, open the commander's screen, go to team, and click on the join box. The commander can also organize players under his or her command into one of three fire teams.

Orders



The orders screen.

The orders button opens up a new window that offers a small map on the right and menu boxes on the left. Here a commander can send various commands to the members of the recruited team. These orders consist of an action, an objective, a direction from which to approach, a fire team assigned the order, and even a go code that can be given later so that players act at the same time.

Players

This screen lists all of the players in the game. While you cannot give orders to those not recruited, this allows a player to cut off communications with any player in the game and even punt a player if you are the server.

Rules

This screen lists the rules of the particular game. These include the points for different actions, and so forth. If you are new, this a good place to go to see what you must do to earn points or to learn the game's objectives.





COMBAT TACTICS

Joint Operations: Typhoon Rising is primarily a multiplayer game. No two missions will ever be the same, so a strategy guide can't provide step-by-step walkthroughs on how to win each mission. Instead, we provide proven combat tactics that help you emerge victorious. This chapter has four main sections. The individual tactics section looks at tactics you use as a single soldier, and focuses on movement and using weapons. The vehicle tactics section provides important information to help you use the game's many vehicles more effectively, as well as for destroying enemy vehicles. Team tactics help you learn how to work together with the other players on your team. Finally, we go over specific tactics that apply to each of the different types of multiplayer missions in the game.

Individual Tactics

The following are general tactics to use at any time. Some are more specific toward a certain class of soldier or a particular circumstance.

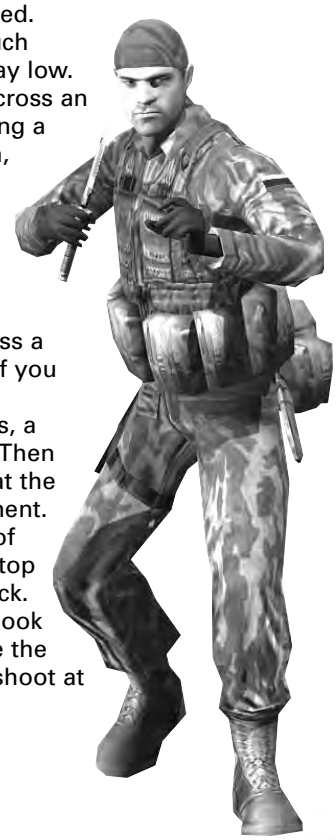
Cover and Concealment



Use grass and foliage to make it more difficult for the enemy to see you.

Use cover and concealment to prevent the enemy from attacking you. Cover is any obstacle that blocks an enemy's line of fire. It's anything that stops a bullet, such as a wall or building. Concealment, on the other hand, only blocks an enemy's line of sight. Lying prone in high grass is concealment. Your enemies cannot see you, but they could shoot in your direction and hit you.

Always have cover in mind. Most of the missions take place in open environments with few buildings and other structures. However, even though you may think you are out in the open, look for objects which will not only prevent the enemy from seeing you, but also stop a bullet. Use rocks, trees and even rises in the terrain to hide your movement and keep you from getting killed. Usually in order to use such cover, you will need to stay low. If you do have to move across an open area, such as crossing a road or other clear terrain, run from a position of cover to another position of cover—minimizing the amount of time you are out in the open.

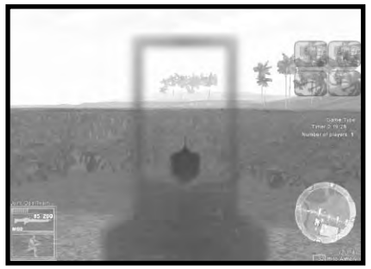


At times, you must cross a street or open area. See if you can find any cover or concealment: some crates, a shack, or even a vehicle. Then locate a source of cover at the other end of your movement. Run fast from one place of cover to the next. Don't stop in the open and shoot back. If you cannot find cover, look for concealment, because the enemy usually does not shoot at what it cannot see.

Take Your Time

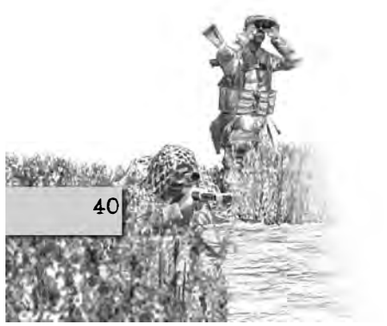
Haste makes waste. If you rush around during a mission, the only other thing that happens quickly is your death. None of the missions have a time limit, so take your time. Most missions provide waypoints with lines showing you the direction to the next waypoint. You don't have to follow the line. Instead, open your map and plan how you will get there, taking advantage of cover and concealment as much as possible.

Look Ahead



From a safe, covered spot, scout out the area ahead and clear it out as much as possible.

Before you go anywhere, use your binoculars and scout out the area ahead. See if enemies are patrolling or snipers are lurking in upstairs windows, waiting to take a shot at you. Once you have spotted the enemies, fire at them from cover to clear your path while minimizing your exposure. Never run blindly around a corner. Peek around it to make sure it's clear. If not, take a shot or throw a grenade to clear it.



Engage at Long Range

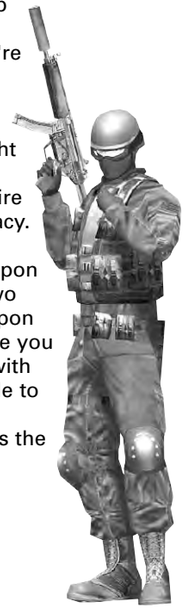


Use binoculars to help line up a shot at distant enemies if you do not have a sniper rifle.

Ideally, take out your enemies before they see you. Engage enemies with long-range fire. You don't have to have a sniper rifle for this. Use binoculars to locate distant enemies, then switch to your weapon's scope view and fire at the enemy. Use the binoculars again to see if you get a hit.

Fire Discipline

While it may seem fun to let loose with automatic fire or three-round bursts, keep your primary weapon set at semiautomatic fire unless you're at close range. This not only saves ammo, but it also makes your shots more accurate. If you are using a light machine gun or other weapon with an automatic fire mode, fire quick bursts to improve accuracy. After three rounds, the spread area gets quite large for a weapon firing on full automatic. Fire two quick shots when using a weapon on semiautomatic to make sure you take down an enemy. In fact, with the M16, this is often preferable to the three-round burst. Special forces operators refer to this as the "double tap."





Own the Night

The missions go through time of day cycles. You will encounter night or low-light conditions during these missions. Even during the middle of the day, some buildings are dark inside. You always have night vision goggles as part of your personal equipment, so use them. At times it is nearly impossible to see anything without night vision goggles. The enemy has the same limitations, since they also have goggles. Remember that when you fire your weapon in the dark, the enemy can see the muzzle flash and detect your presence.

Clearing and Capturing a Bunker



You must become proficient in capturing bunkers if you want to win missions.

In each of the advance and secure missions, you must clear the enemy from their bunkers and then take control of a number of these bunkers. While all bunkers look the same, they can vary depending on the defenses found inside, on top of, and around them. However, the process for securing a bunker is always the same.

It's important to realize that capturing a bunker is a team effort. Very rarely can you capture a bunker single-handedly, unless the enemy is incompetent. Therefore, you need a few others. To capture a bunker, you must have more soldiers within the bunker's control zone than the enemy. This can be accomplished in two ways. First, you can just bring lots of teammates and overwhelm the enemy. Second, you can bring a modest number of soldiers and lower the number of defenders with an assault. The latter is usually what you have to do.

The enemy has the advantage in that they can spawn troops into the bunker and quickly raise the number of defenders. Therefore, to gain a numerical advantage, you have to eliminate enemies faster than they can spawn.

The first step in a bunker assault is to neutralize the defenses. Do this with a sniper or regular rifle or machine gun fire. Take out enemies manning emplaced weapons or armed with heavy weapons. This eliminates any advantage in firepower the defender might have. Next, set up suppressing fire. Gunners with machine guns work best for this. Their job is to prevent enemies from getting to the emplaced weapons and to take out any enemies that try to shoot at your team. This keeps the enemies' heads down.

The third part of the assault is the attack into the bunker to reduce the number of enemies inside it and the surrounding area long enough for your team to gain the numerical superiority. Grenade launchers firing grenades through the firing ports work great for this. The icons in the screen's upper right show you the status of control for the contested bunkers. As long as you have one more soldier than the enemy, the flag lowers. Once it gets to the bottom, the enemy can no longer spawn in that bunker. Now just have one of your soldiers set foot into the bunker and it's yours. However, you must maintain the great number of soldiers in the control area around the bunker until your flag rises all the way to the top. Then you can begin spawning reinforcements to this bunker.

Fire Support

While fire support is a part of a team tactic, you must know several tactics if you are providing fire support. There are two main types of fire support—direct fire and suppressing fire. Direct fire is when fire support is used to eliminate the enemy. You are shooting to kill and clearing an area of all opposition.



All classes work for direct fire support, even pilots in armed helicopters who make strafing runs to kill as many as possible. Snipers often provide direct fire support. Another example is an engineer armed with a mortar. If another soldier on your team can use a target designator, the engineer can stay out of sight and at long range still send in a lot of destruction.

In most cases, the support crew should take up a position from which they can cover a part of the target area. Using cover and/or concealment, the firer assumes a crouching or prone stance to increase weapons accuracy, as well as provide a smaller target. Focus on enemy soldiers manning positioned weapons, such as machine guns or grenade launchers. Also, take out soldiers carrying anti-tank or anti-aircraft weapons that might be used against friendly vehicles. Remember, your job is to eliminate as many threats to your team as possible.



Use your machine guns to keep the enemies' heads down.

The second type of fire support is suppressing fire. The firer takes up a position providing a field of fire within the target area, uses cover and concealment, and assumes a proper stance. However, instead of directly targeting the enemy, suppressing fire is intended to keep the enemy contained and their heads down, allowing your team to maneuver with a reduced amount of return fire.

A good example of this is covering a spawn point such as a base during an advance and secure mission. While your team is advancing into the control zone, you can cover the rooftop and doorways of the base. Again, the purpose is not to necessarily kill the enemies, but to keep them boxed in the base. This limits their ability to engage your team and gives you a chance to take control of the base.

A good tactic is to have both types of fire support operating together. In the previous example of the suppressing fire keeping the enemy in a base, a soldier assigned direct fire support can then concentrate on using a grenade launcher to fire through the base's doors and firing slits to kill enemies inside. Two or three soldiers assigned to these tasks can make an attack on a base move quickly and smoothly.

Sniping

It takes some practice and patience for a sniper to operate effectively as a part of a team. Unlike most other classes, snipers operate best on their own. Their tactics are governed by the weapons and equipment they carry. Sniper rifles are made for long-range fire, with accuracy being more important than volume of fire. As such, each rifle is either bolt-action or semiautomatic. These are not the weapons to use while assaulting a base or for close combat. Instead, a sniper should use his or her advantages.

SNIPER PREPARATION



The proper uniform can make it difficult for the enemy to find you.



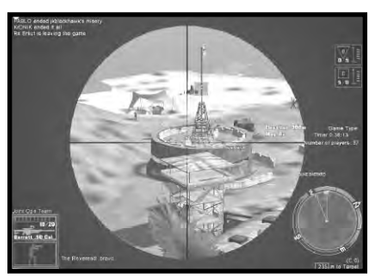


As a sniper, you need to do some planning before you begin a mission. First off, select a uniform that allows you to blend into the terrain. If the enemies cannot see you, they have a much harder time killing you. For the Joint Operations team, the Scout/Sniper uniform, also referred to as a ghillie suit, uses strips of rags to camouflage the sniper as a bush. Use this if you operate in grass or brush. In an urban environment, a grayish or green uniform works well during daylight missions while black is best for night ops. While Rebel uniforms are more limited, pick headgear in a color that limits the enemy's ability to see you. So no red berets or head wraps!

Your next choice is your primary weapon. If you operate at very long ranges, pick a rifle with a high magnification scope as well a large round. You want to make sure that one round does the job. For closer-range assignments, a rifle with a semiautomatic capability is more important because you may receive return fire.

Now decide what accessory to take. If you have engineers using mortars on your team, consider taking the target designator. Target designators are also great for calling in helicopter strafing runs. Designate the enemies' position so the pilot can line up an attack run using the map, even while the enemy is out of visual range. However, if you are more concerned with your own personal protection, take along a couple claymores. Position these either on your flanks or behind you to deal with enemies trying to get you. Position them far enough from you that you can take out your enemy before he or she gets close enough to attack you.

PLAYING AS A SNIPER



Take your time and make every shot count.

At ranges under 200 meters, an assault rifle or machine gun has the advantage because it can fire a lot of rounds fast. With enough metal in the air, something usually hits. As a sniper, plan to engage the enemy at ranges of 200 meters or greater. This is always outside of a control zone, so don't plan on being part of the group that takes over an enemy base.

Keeping the range in mind, your first task is to locate a sniping position. Consider several factors. First you want someplace that gives you a good field of view of the target area—whether it be an enemy base, a shoreline, or whatever. The second factor is cover and concealment. To stay alive, you must hide. Look for positions with grass or bushes. During urban operations, look for dark rooms with a window to fire out of. Position yourself back from the window so you are harder to see and hit.

Finally, consider accessibility. Once you have a good hiding spot with a good field of fire, make sure it's difficult for the enemy to approach you, especially from the rear and flanks. Your field of view is limited while looking through a scope, making it easy for enemies to sneak up on you. Pick a place where the enemy must approach by one or two paths, and either check those areas frequently or place a claymore.

TIP

On some maps with small islands, it can be hard to find a good sniping position at long range. Therefore, create your own. Partner with a pilot flying a helicopter such as a Black Hawk or Super Puma that has side doors. Have the pilot fly to a position overlooking your target area. Lie prone on the helicopter floor and shoot through the door. The pilot watches for approaching enemies and changes position as needed. You can also use boats in the same manner. A Zodiac is great for a lone sniper because it is smaller and more difficult to see. Just hop aboard and take it wherever you need it.

Now that you have a good position, follow these tactics as you engage the enemy. First, stay low. This makes it harder for the enemy to locate and shoot at you. Prone is the best stance. However, when shooting out of a window or while in grass, you can't see while prone, so crouch. When in grass, either crouch so you can see your target, or crawl forward to the edge of the grass so you can stay prone. It's usually best to stay back from the edge of the grass and fire from a crouched stance.

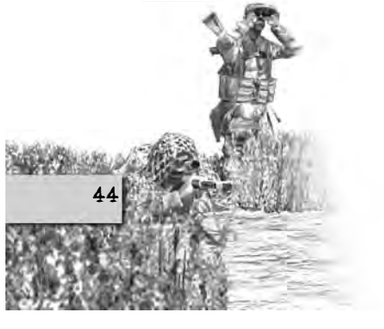


Use claymores to protect your flanks and rear from enemy sneak attacks.

A mistake new snipers make is getting attached to a position. No matter how great a position, if you stay in it all the time, you will get killed. Every time you fire, a yellow or red sector appears on the enemy's spin map showing your bearing. After one or two shots, they know where to look and often are waiting for another shot. Therefore, move around. Never take more than a couple shots in the same place. If you are crouching in grass to fire, drop prone after a shot, roll a few times to one side or the other, wait 10 seconds, then rise to a crouch again to find a target.

TIP

If possible, position yourself between the sun and your target area. This makes it extremely difficult for the enemy to see and engage you.



When selecting a target, use your binoculars. They provide a wider field of view and also have a rangefinder built in. You need to know the range to your target so you can set the elevation of your sniper rifle's scope. While in scope view, hold down Ctrl, then use the mouse wheel to cycle through settings rounded to the nearest hundred meters. Failing to do this will make your shot go too high or too low.

Because a sniper spends a lot of time setting up for a shot, it pays to prioritize targets. If you have friendly choppers inbound, go for enemies with Stingers or those manning machine guns. Also, look for other enemies who offer the biggest threat to your team.

A sniper can play an even more important role as a scout. Once you fire a shot, the enemy knows you are around. However, if you just observe, they may never even know you are near. As a scout, your binoculars and radio are more important than your weapon. A scout can report about enemy preparations and warn your team that an attack may be coming. For example, while observing an enemy base, a scout might report that the Joint Operations team at objective Alpha is loading up an LCAC with two Strykers and heading north. This may be enough information for a Rebel pilot to know where to look for the enemy boat and engage it with an armed helicopter. Sometimes a heads up on enemy activities is a lot more useful than a single kill.



Mortars allow you to bombard the enemy.

Indirect Fire



Only one weapon in the game is capable of indirect fire—the M224 60mm Mortar. Only an engineer can carry this weapon, and its weight prevents the engineer from moving quickly. However, with a range of nearly 500 meters, a mortar does not have to get in close to the enemy. You aim a mortar using the spin map. Because bases and structures are shown on this map, an engineer can bombard an enemy base without any help. However, a teammate with a target designator can pinpoint the enemies' exact location.

Because a mortar round takes a while to travel to the target, don't aim for moving targets. Instead, use mortars to take out enemies on emplaced weapons or in concentrations around vehicles waiting to load up. You can fire mortars from other islands or even from boats. For an amphibious assault, have a couple of engineers fire mortars toward the landing beach while at a distance. When the rounds finally hit, the boat is much closer to the shore.

Medic



Medics play an important role during a mission.

Medics may not have the most glamorous job, but the team that uses them correctly usually wins the mission. Most new players choose another class so they can rack up a lot of kills. However, if you're a new player who wants to learn the game, try the Medic class. This is also a good class for experienced players.

When playing as a medic, you aren't there to lead the assault. Instead, stay back and be there to heal when necessary. When someone is hit, don't be in a big rush. You have almost two minutes to get to them before it is too late. Use caution while approaching. If you get killed, you can't heal your teammates.



For medics to be effective, the other players have to use them. When players are hit so that the respawn screen appears, they often can call for a medic by pressing 9. They also can choose to respawn at one of the bases or spawn points after a timer counts down. However, if you wait for a nearby medic to come and heal you, your character is healed immediately where you were hit. You do not return to base and have to travel back. This is important when taking an enemy base or staying in a control zone during a team king of the hill match. Before you respawn, look at the map and see if any medics are around.

Vehicle Tactics

Vehicles play a major role in *Joint Operations: Typhoon Rising*. Given the size of the maps, it would take a long time to get to your objectives without vehicles. While the primary role of vehicles is transportation, many vehicles carry weapons. These weapons give vehicles an offensive capability or at least allow them to defend against enemy attacks.

Tactics for Land Vehicles



Jeeps carry troops, but also can attack the enemy.

Land vehicles consist mostly of armored personnel carriers and jeeps. With the exception of the truck and the ATV, these land vehicles are armed. Because each vehicle has room for more than one person, get several troops aboard before you take off. This gives you additional firepower when you come across the enemy. This is even more important if the vehicle has a weapon, because the driver cannot operate the weapon and the vehicle. If no one is getting into your vehicle, use the emotes or radio (F9 or F10) to let your teammates know you have room. Once you have at least someone to operate the gun, go ahead and take off.

It's important to know how much damage your vehicle can take. The armored personnel carriers such as the BTR and Stryker can take much more damage than the jeeps. Also, the gunners are protected by the vehicle's armor and not exposed like gunners on jeeps. Therefore, you can take a BTR or Stryker into an enemy base. If you have enough soldiers aboard, you might even wrest control of the base away from the enemy. When you are driving, avoid sudden turns so your gunner can fire more accurately.

TIP

Rice paddies and ditches can be problems for jeeps. Driving through these areas can either flip your jeep or strand it underwater. Stick to the roads or flat ground. The BTR and Stryker can navigate these types of terrain, but it slows you down, making you an easier target, so avoid them.

Because the jeeps (armored attack vehicle and armored jeep) have less armor and the gunner is more exposed, don't use these vehicles to fight. They are better for hit-and-run attacks, where their speed and maneuverability make them hard to hit. The key to fighting with a jeep is to keep moving.



When you are manning the gun, keep scanning in all directions until you locate an enemy. Because a moving vehicle is not a very stable platform, hold the weapon at a constant elevation and traverse the gun from left to right. When performing a hit-and-run raid, aim to one side of the vehicle and hold the gun in place as you fire. As the vehicle moves forward, you sweep the area on your side of the vehicle.

TIP

The HUD shows your vehicle's damage state. If it turns yellow, you have taken some damage. If it gets red, it's time to bail out. If the vehicle is destroyed while you're in it, you die. However, if you get out and run away, preferably toward cover, you can keep fighting on foot.

Tactics for Sea Vehicles



Don't sail in a straight line when enemies are nearby and about to attack. Turn often to prevent them from getting a bead on you.

Indonesia is an archipelago, so in many missions you travel over water. You get three main types of boats. The small Zodiac carries only four people and can be armed with a machine gun. Patrol boats carry a lot more people and have three or four mounted weapons. Landing craft carry lots of troops plus any of the land vehicles.

There's no cover or concealment on the water. You are an open target. Maneuver to make it more difficult for the enemy to hit you. The worst thing you can do, especially under fire, is to sail in a straight line. This makes it far too easy for the enemy to hit you. Zigzag back and forth. It may take longer to reach your destination, but you are more likely to arrive alive.





When you are attacked, use the weapons at your disposal. Patrol boats can take on helicopters and other boats with their mounted weapons. The LCAC has no weapons, and the large amphibious assault boats' weapons face only forward, so use the weapons of the vehicles and soldiers aboard. An engineer with a Stinger can keep a helicopter from causing trouble, while riflemen and gunners can take on other boats. The BTR's 30mm cannon offers some major firepower to protect your boat.

Another way to survive to deliver your cargo is to plan routes that take you away from the enemy's main areas of operation. Sail along the map's edges or use small islands for cover. Don't land your troops right at the enemy's doorstep. Instead, find a secluded beach and deposit your team safely.

TIP

Patrol boats are great for hit-and-run raids. With weapons fully manned, sail past an enemy base and blast away with your machine guns and grenade launchers. You can cause a lot of death and destruction and even distract the enemy from a ground attack.

Tactics for Air Vehicles



Gunships can cause a lot of damage if you know how to strafe.

The shortest route between two points on the map is rarely a road or even a waterway. However, you can get to your destination quickly. Helicopters are an important vehicle for moving troops. Many have some weapons and can attack or at least provide fire support. However, helicopters are not heavily armored and can be shot down if they duke it out with a determined enemy. The two main types of helicopters are transports and gunships.

The gunships are the Little Birds and NBO-105s that have miniguns or rockets mounted on them. Carrying only the pilot and one other soldier, they are not intended to transport troops—they're for attacking. While both of these weapons fire only straight ahead, you can use the mouse cursor to move the "I"—shaped reticle up and down. This allows you to strafe a target and keep firing at one spot as you approach. These gunships can destroy any vehicle and cause some serious hurt to foot soldiers.

The key is to keep moving and fly by quickly. While you might be more accurate and cause more damage at a slower speed, you are also a lot easier for the enemy to hit. When strafing an area, fly all the way past it and out for some distance. Don't turn while still in range of the enemies' weapons. Change your attack direction each time. If you flew west on the first pass, head away and then make your next run from the north or south. A teammate on the ground with a target designator really helps you line up shots for your strafing runs.

TIP

The gunships can carry some additional passengers. Jump up onto the weapon wings or pods to take a gunship for a ride.

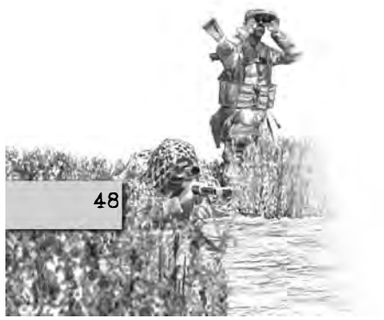




Large helicopters such as the Chinook and Halo can carry a vehicle.

The rest of the helicopters are transports. Some of these, such as the Black Hawk, Super Puma, and Chinook, have mounted miniguns that can be manned by passengers. However, don't use these helicopters as gunships for strafing runs. A common mistake is to land right at the enemy base to drop off troops. Base defenses will make mincemeat of your helicopter, and your team will be destroyed as they disembark. Drop your troops off at a distance from enemy concentrations where you won't come under fire. Once the troops are on the ground, take to the air and use your weapons to provide support for your troops. If you stay at a distance and orbit the target area, the gunners can fire into the enemy. With as many rounds per minute as those miniguns spit out, you don't have to worry about accuracy. Just pour out a wall of lead. As a pilot, avoid jerky turns unless you come under fire. Provide a stable platform for your gunners.

At times, you have a hard time finding a safe landing place. Some areas are so covered by trees that the few landing zones are covered by the enemy. In such cases, drop off your troops in the water just offshore. Hover just above the surface and tell your troops to get out. The water is usually shallow and they can quickly wade to shore. This tactic can take an enemy by surprise if they don't expect you to drop troops there.



TIP

The game rewards you for getting your troops safely to their destination. For a certain amount of time, the pilot or driver earns a percentage of the points the troops they carried earn. For example, if the troops you just dropped off kill several enemies and capture the base, the pilot or driver earns a percentage of those points for delivering your people safely. However, if they are killed or injured, possibly because you were shot down or crashed, you lose points for their deaths. Therefore, find a safe spot for your troops to disembark and then help them as much as possible.



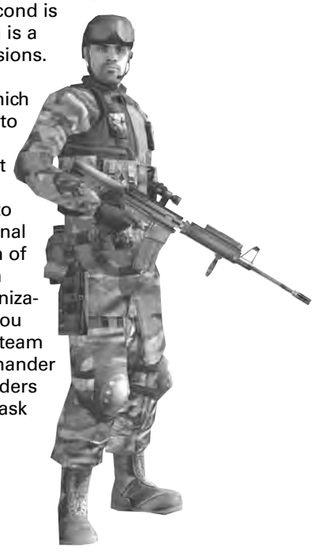


Team Tactics



Teamwork is the key to success.

Joint Operations: Typhoon Rising was created to provide a multiplayer experience where you play with and against other people from around the world. All the different types of games involve working as part of a team. To be successful, you need to know how to work together and coordinate to maximize your firepower at critical points during a mission. This section on team tactics contains four focuses. The first is attacking, which you do in all missions. The second is defending, which is a part of most missions. The next focus is maneuvering, which covers how best to safely get your troops from point A to point B and to take the fight to the enemy. The final focus is the chain of command, which looks at the organizational structure you provide for your team and how a commander and subcommanders keep a team on task and coordinated.





Attacking



In many missions, taking control of bunkers is how you win the game.

No matter what type of mission you are playing, you must know how to attack, because to achieve your objectives, you must take control of an area. This involves capturing a base from the enemy or getting to a control area during a team king of the hill mission. On the other hand, in the case of a team deathmatch, your attack is more like a search and destroy mission. Performing an attack involves four main steps. These are preparation, advance, assault, and consolidation.

PREPARATION

As you play *Joint Operations: Typhoon Rising*, you sometimes have the opportunity to play with people who know how to work together, as well as those who go off on their own. You know those types that hop aboard a transport helicopter or boat as soon as it spawns and take off, leaving several of their teammates behind to hoof it to the objective. These players are actually good for you—when they are on the other team. Because you don't want to play that way, let's look at what you need to do to prepare for a successful attack.

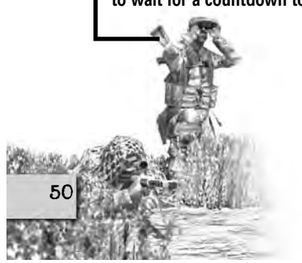
First off, determine your objective. Many missions have one objective at a time—the enemy base or a control area. In some advance and secure missions, you may have a choice of two or more objectives. For those, decide which one is the best choice. Determine this by its position near your bases, the routes to the base, and by the number of defenders. The control point icons on the HUD in the screen's upper right let you know how many people each side has at each of the bases that are capturable. Therefore, if you have a choice of a base with two defenders or one with ten, go for the first. Don't make your task more difficult than necessary.

The second task is to assemble an assault team. The number of people needed is determined by the defense of the enemy base. You want more troops in the assault team than you face at the objective. If possible, take twice as many attackers as there are defenders.

A good team has a variety of classes, to take advantage of each of their strengths and minimize their weaknesses through teamwork. A good assault team should contain a gunner, an engineer, a couple of riflemen with grenade launchers, and a medic. You can modify this group of five for the situation, adding more of different classes as needed or even adding multiple groups to the attack force. Snipers function best alone, and usually are not part of your assault team. However, let the snipers on your side know your objective, and hopefully they get into a position from which they support your attack.

TIP

When assembling a team, have at least one medic. Taking along several is a great idea. You want medics to keep your assault team active out in the field. Even as teammates take hits, medics revive them so they continue the fight without having to respawn back at your base. Also, you respawn instantly instead of having to wait for a countdown to respawn.





The final steps are determining how you get to your objective and assembling. Choose from several different types of vehicles. Depending on the size of your assault team, you may fit in one vehicle or you may need two or more. You may even want to use different types, such as having half the team go by air while the others take a boat. Once you know which vehicles you are using, get your team assembled. Get everyone aboard the transporting vehicle or vehicles and then you are ready to move out.

ADVANCE



Use cover or concealment as you advance on an objective.

Paying particular attention to the advance is something that separates an experienced player from a beginner. Many people, especially those piloting helicopters, subscribe to the view that the quickest route to the target, as close to a straight line as possible, is the best route. Experienced defenders love these people, because the defenders set up their defenses to deal with these clueless attackers. While the direct charge on the enemy base can achieve a victory and a capture, you usually need overwhelming forces to succeed. In most cases, you want to plan an advance that gets you near the objective without being observed. There is a lot to be said for stealth.



Depending on the map, you often can move around enemies to hit them in the flank or even from the rear. Not only do they not expect this, but at times their positional defenses are all facing toward your bases. Before you set out to the objective, try to approach the enemy in this way. Look for waterways or roads that allow you to bypass the main enemy defenses and sneak into the rear area. Also, look for terrain such as forests or hills that can hide your movement from the enemy. Don't worry if you can't find a path that leads straight into the base. In most cases, you want to dismount at a distance from the objective and proceed on foot. This allows your team to better use concealment such as high grass and trees, and it makes your group several small targets instead of one or two large targets.

When using helicopters to transport troops, look for a clearing in which to land that is outside the weapon range of the enemy-controlled objective. Helicopters are fragile; don't let an enemy get several kills by shooting down a single helicopter. If you can't find a suitable clearing, drop your troops off in shallow water just off the beach. Stay away from trees, because hitting one with your chopper kills you and everyone else aboard. The small helicopters, such as the Little Bird and NBO-105 slicks, are great for quickly inserting small teams. A couple of these, each dropping off a team at a different location, allows you to hit the enemy from different sides. To ensure greater surprise, fly low—using trees and hills for concealment—so the enemy doesn't even know you are in the area.

Boats are different because open water doesn't offer much concealment. For maps with large areas of ocean, hide behind islands and other landmasses or use distance. Sailing along the map edges may keep you out of the enemies' range of detection or where they are running patrols. The narrow canals on some maps serve as roads if you have a Zodiac. Often these canals are depressed into the ground so those in a boat are less easily seen, except by someone adjacent to the canal.

The key to a successful advance is coordination, especially when more than one group is headed for the same objective. You don't want one group to start the attack early. That lets the enemy deal with each group one at a time. Instead, select rally points where groups can meet, or wait until the rest of the groups are in position. Then you can concentrate your power in one big assault.

ASSAULT



A helicopter strafing the enemy objective really adds fire support to an assault.

The assault on the objective requires careful coordination. You should have numerical superiority, or at least a lot more firepower than the defender. If your assault is piecemeal, you lose the advantage of your superiority because the defender can respond to each part of the assault in turn without being overwhelmed.

Your assault consists of two main elements—support and maneuver. The supporting element provides covering and suppressing fire from a stationary position. Usually your gunners and engineers are the main part of the support element along with any snipers operating in the area. Contributing their firepower to the supporting element are vehicles with weapons, including helicopters making strafing runs or orbiting the area with manned miniguns. The supporting element's role is to engage enemies and either neutralize them as threats or keep their heads down so that they cannot fire at your maneuver element.



With the support element firing away, the maneuver element's job is to get to the objective. They can and should still fire at targets of opportunity and for their own defense. However, this element is the one that takes control of the objective. The maneuver element should contain most of your assault force, because when taking control of an objective, the number of soldiers is the determining factor. Get as many of your teammates as possible within the zone of control and then whittle away at the defenders.

Your maneuver element doesn't need to enter the bunker or other building if there is one at the objective. It just needs to remain in the control zone and stay alive. In the advance and secure missions, once the attacker has taken a bunker or objective, the enemy can no longer spawn there. However, neither can the attacker. In this case, one soldier from the maneuver element needs to enter the bunker and begin setting up a base from which the attacker's team can spawn. Once the soldier enters the bunker, a meter counts down the time until the setup is complete.

CONSOLIDATION

Once you take control of the objective, the attack is not over. It's time to consolidate. Your new base is the most vulnerable right after you capture it, because the enemies are headed to retake it and you may have sustained some casualties. Therefore, it's vital to get as many soldiers to the new base as possible. As soon as the base is set up, all soldiers who need to spawn should select the new base to help defend it. Switch to defending this objective from enemy attacks while planning your next attack.



Defending



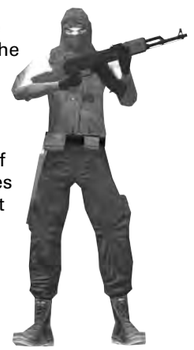
Use emplaced weapons around your objectives to defend against enemy attacks.

While you're attacking the enemies and trying to take over their objectives, you also need part of your team to defend your own bases and objectives against enemy attacks. This section discusses the fine art of defense.

PREPARATION

As always, consider preparation. Defense is easier to prepare for, because soldiers are respawning at the objectives. This gives you an instant source of reinforcements right where you need them. However, the tough part can be getting your teammates to stay and defend instead of running off to attack.

For a defense, you need primarily riflemen and engineers. The first two classes are very important because they can carry anti-tank weapons, such as the AT-4 and RPG-7, and the Stinger surface-to-air missile respectively. This gives you the firepower to take on enemy helicopters and vehicles, which are often part of an enemy attack. Gunners are useful with their high rates of fire. However, most objectives have positional weapons that other classes can use to the same effect.





During missions with several objectives, the enemy can capture only one or maybe two objectives. These objectives are indicated in the screen's upper right. So don't spread your soldiers out defending all of your bases. Keep them "at the front" where they are much more effective. If the enemy is trying to attack your rear bases, let them. That means fewer of them attack the bases that are capturable, as well as fewer defenders at their bases.

POSITIONING



A satchel charge in a road can take out attacking vehicles or groups of enemies.

The key to a good defense is positioning. Most objectives have a few main directions from which the enemy attacks. These are often determined by terrain. For example, if your base backs up to a steep cliff, you can assume the enemy won't approach from that direction by land. A couple of engineers with Stingers can protect this direction from air assault. Roads and open terrain are the most important areas to defend because land vehicles that have mounted weapons use them. For roads, keep riflemen with anti-tank weapons ready. Have an engineer plant some satchel charges in the roadway to detonate as enemy vehicles or soldiers pass by.

Most bases have emplaced weapons, including machine guns and grenade launchers. Do not operate these weapons until you are under attack. Otherwise, you are stationary and a great target for snipers. Instead, keep moving around, patrolling the area around the base. This makes you harder to hit, and you're more likely to detect the enemy. Once the enemy is near, head for an emplaced weapon and start shooting. Select weapons that cover the direction from which the enemy is assaulting.

If your base has high grass nearby, beware of enemies crawling through it to approach you unseen. Place a few claymores facing away from your base. These are very difficult to see in the grass and give enemies a surprise if they come across one. Also, because they detonate automatically, you can place them and then forget about them—unlike the satchel charges that you have to detonate.

The number of soldiers you need to defend a base depends on the number of players in the game, as well as how organized the enemy is. In some cases, four soldiers may be plenty. You may need two or three times that for larger games.

COORDINATION

Positioning your soldiers in the right locations and keeping them ready to defend your objectives requires coordination. Ideally, a commander for defense selects a number of soldiers as part of a fire team with the responsibility of defending a specific objective. The commander can then ask soldiers to switch to different classes or to equip themselves with appropriate weapons, such as Stingers, as needed. The commander can also call for other soldiers to come lend support during an attack. This includes having soldiers respawn at the base or asking pilots to fly over and provide air support.

Not every game allows for such organized coordination. Therefore, it's important for all players to keep an eye on the objective boxes in the screen's upper right. If you see an objective under attack and the defenders seriously outnumbered, get there if possible. In fact, unless they are close to capturing an enemy base, most of the team should head to the base. Even if they can't make it there in time to prevent the enemy from taking control, that base now becomes the front and must be retaken before going after other enemy objectives.

TIP

If you are flying a load of soldiers to assault an enemy base when one of your bases is in danger of falling, turn around and head back. A helicopter full of troops can quickly turn the tide.

DENIAL

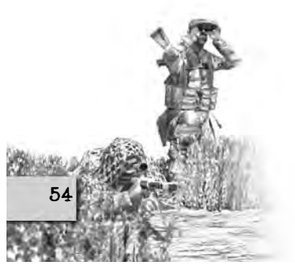
Because the enemy must have soldiers in the zone of control to take over an objective, they key is to keep enemies out of that circle. Don't chase enemies or leave the control zone to attack. Defenders should stay in the zone so they have the numbers to keep the enemy from taking over while at the same time neutralizing any enemies who enter the zone. Don't forget to use grenade launchers and fragmentation grenades to take out concentrations of enemies coming at you—especially if they drop down into concealment. Use smoke grenades to block the line of sight for enemies in cover, and force them to come out in the open if they want to shoot at you.

Maneuvering



Maneuvering is where you are going and how you will get there.

Maneuvering is the movement part of an assault, as well as moving from one point to another. Whether you are trying to get into an enemy bunker or taking a boat across the map, the same tactics apply. One of the most common times for new players to be killed is while maneuvering. Often this is because they focus on where they are going or controlling a vehicle and lose their awareness of what is going on around them.





MODE AND ROUTE

Before you head somewhere, have some type of plan about how to get there. First is the mode of movement. Will you walk, take a boat, or drive? If on foot, will you run, crouch down, or crawl on your stomach? The mode you choose usually depends on which is more important—speed or stealth. Once you know your mode, you must select a route. You take this path to your destination. Rarely should you follow a straight line to your objective. Instead, consider the terrain. Look at your ability to move through that terrain based on your mode, and whether your route offers cover or concealment. If you are trying to sneak up on the enemy, opt for a more roundabout path that helps you avoid the enemy's defenses.

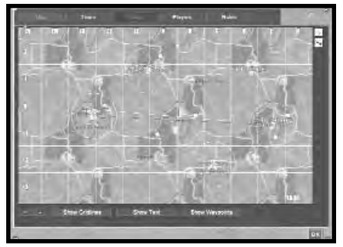
SECURITY

A key factor to a successful maneuver is security. While flying a chopper full of troops, keep the miniguns manned to offer some protection if attacked. Even unarmed vehicles can return fire using the weapons carried by the passengers. During an assault, where you have several soldiers moving toward an objective, teammates who are providing cover and suppression fire offer security.

Another aspect of security is reconnaissance. In other words, look before you move. This is especially true while moving on foot. Stop every so often, crouch down, and check out the area ahead of you with your binoculars. Often you can spot the enemy moving around and avoid walking into an ambush or an area covered by emplaced weapons.



Chain of Command



The commander's screen is a useful tool for coordinating your team's actions.

Joint Operations: Typhoon Rising offers players a very powerful means of affecting a command structure. Using the commander's screen, accessed by pressing V, a player can see all of the players on his or her team and their positions on a map. From this screen, the player can invite other players to come together under his or her command and then issue orders to these players. You can even write messages that appear on the map. This helps coordinate an attack because the commander can indicate exact positions where each fire team should be positioned and then issue codes for all teams to act at once.

For games with lots of players, a command structure can even be created where the overall commander recruits a few subcommanders who then recruit their own fire teams. The overall commander can then issue a subcommander an order to defend or attack an objective, then let the subcommander divide the teams to make it happen. While not everyone wants to be recruited, you should still try. Also, if you are invited to join a commander on a team, go for it. How can you expect others to join you if you are not willing to join them at times?



THE TRAINING MISSIONS

Joint Operations: Typhoon Rising includes a number of training missions to help you become acquainted with the various weapons systems, vehicles, and tactics you will use during the regular missions. Unlike training missions in other games, these training missions can get you killed because the enemy shoots back. Therefore, be careful and quickly eliminate the enemy before they can get you. There are often sandbags or walls near your position, so use them for cover. Now let's get started with the first training mission.

Basic Controls/ Armory

Briefing

This mission covers basic player movement and game functionality. If you're new to *Joint Operations: Typhoon Rising* or first-person shooters, this is a good place to learn the ropes. Even experienced players might learn a thing or two.

Instruction

At various locations, you can try out controlling your character. They are:

1. **Marketplace—Practice basic movements in the crowded alleys of the market stalls.**
2. **Village Docks—Practice more advanced skills and get your feet a little wet.**
3. **Main Armory—Learn more about weapon loadouts and changing classes here.**
4. **Transport Trucks—Take these over to the nearby weapon range, where you can experiment with some of the high-powered tools you'll be using in *Joint Operations: Typhoon Rising*.**



Training



Practice movement in the marketplace.

This mission is extremely basic. However, it's set up so you can do just the training you want. If you are brand new to this type of game, visit the marketplace. You learn how to move, crouch, drop prone, jump, climb ladders, and so forth.



Try swimming around.

At the docks you are taught rolling, diving prone while moving, and swimming—an important form of movement because of all the water in this game. Follow the waypoints into the water and back out again.



Try selecting different types of weapons at the armory.

The next stop is the armory. While you cannot change classes in this training mission, you can select different weapons.



Blow up some enemy vehicles.

Once you feel proficient in these three areas, climb up onto the truck (aim at a position box and press Shift). The truck takes you to the weapons range. Here you can shoot at BTRs and armored jeeps. Use the armory to reload and also try different weapons. Find an emplaced machine gun on top of the sandbagged little shack. Enter the shack and climb up the ladder to access the machine gun. The vehicles respawn after being destroyed, allowing you to practice as much as you want. When you are finished training, press Esc to bring up a window where you can choose to quit.

AT-4

Briefing

Practice engaging enemy targets with the AT-4 anti-tank rocket. The AT-4 allows the individual solider to destroy more powerful vehicles from a standoff range.

Instruction

After you have selected the AT-4 for your loadout in either the menus or at an armory, press 7 to make the rocket launcher your active weapon. The AT-4 fires an 84mm high explosive anti-armor round to an effective range of up to 300 meters. A normal target engagement range is about 100 meters. One direct hit destroys most small vehicles. Larger vehicles or armor can take more hits. AT-4s are accessible only to the Rifleman class.

Use the right mouse button to toggle the sighted and normal views when engaging a target. Using the sighted view lets you fire more accurately and allows you to focus on the target. The AT-4 projectile drops over distance, so account for elevation when firing at longer ranges. The farther away the target, the higher above the target you need to aim.

Training



Head to the armory so you can quickly reload as needed.

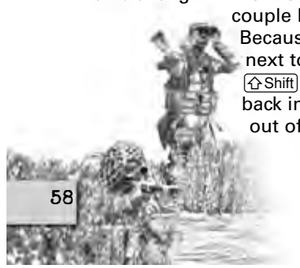


This first training mission is somewhat like a shooting gallery. You begin on top of a bunker complex. Head southwest toward the armory crates. Press [7] to bring up your AT-4. If this does not work, press [⇧Shift] while next to the armory and select the AT-4 as your accessory, then press [7].



Aim for the BTR first. This halts the convoy.

A small convoy of enemy vehicles approaches from the west. Crouch down next to the armory, using the sandbags for cover. Click the right mouse button to bring up the sight view. Your first target should be the lead vehicle in the convoy, the BTR. The convoy drives toward you at first, then turns and follows a road to the north. From your point of view, the vehicles move from left to right. Because it takes time for your rocket to travel the distance to the target, you have to aim a bit high on the target to account for elevation, and also aim about a vehicle length in front of the BTR. It usually takes a couple hits to take out the BTR. Because you are crouched down next to the armory, quickly press [⇧Shift] twice to reload and get back into the battle when you run out of rockets.





Take out the truck and the jeep to complete the mission.



You may have to move to the north side of the complex after the convoy turns and begins heading your way.

After you take out the BTR, the convoy stops for a bit. This is an excellent chance to take out the armored jeep and the truck. If you don't take out all of the vehicles along this stretch of road, they turn and head east along the road. Move to the north side of the bunker and take up a position near more armor crates. Again the vehicles move from left to right, then come straight at you. As they get closer, their fire increases and you are more likely to be hit. Once you have destroyed all three vehicles, the mission is complete.

Stinger

Briefing

Practice engaging enemy targets with the FIM-92A Stinger surface-to-air missile. The Stinger is useful for defending your base from attacking enemy aircraft.



Instruction

After you have selected the Stinger for your loadout in either the menus or at an armory, press [7] to make the missile your active weapon. The FIM-92A Stinger is an effective anti-aircraft guided missile, able to be carried by the individual soldier. One direct hit destroys most small aircraft. Larger aircraft require more hits. Stingers cannot lock onto ground vehicles or boats. Stingers are accessible only to the Engineer class.

Use the right mouse button to toggle the sighted and normal views when engaging a target. The Stinger can acquire targets from all angles, but you have a much greater chance of hitting the target when it is flying away from you. The Stinger requires a target lock before you can fire. You hear a tone when you have a lock.

Training



Again, stay near the armory and get ready to shoot.



Take out the first helicopter at long range, firing as soon as you hear the buzz.

As in the last training mission, you are on top of a bunker complex and must take out enemy vehicles—this time helicopters are headed your way. Start off by moving to the armory crates to the northwest. If necessary, pick up a Stinger from the armory, then select it as your weapon. Press [-] to zoom out the spin map a bit. This allows you to see where the enemy helicopters are coming from and prepare for their attacks. The first wave is a single NBO-105 that comes at you from the north. Click the right mouse button to bring up the sight view and center the helicopter in your sights. As soon as you hear the buzz indicating you have a lock, fire. As soon as you reload, fire again. Sometimes a single hit takes out this helicopter or you may have to fire again. The best tactic is to get a couple missiles in the air as quickly as you can. You have plenty of missiles, so don't feel like you have to save them.



Duck as the Puma flies by so you don't get hit.



Use the emplaced machine gun if necessary—especially once the enemy has flown past you.

Once this first helicopter is going down, quickly press ⇧Shift twice to reload from the armory. The next helicopter is armed with rockets and approaches from the northeast, so you want a full load of missiles, even if your Stinger was not empty. Line up the shot using the spin map and fire as soon as you hear the buzz. Shoot this chopper down before it can get close enough to attack you.

Reload again and prepare for the third wave. This time you have two Pumas to deal with—each armed with a couple miniguns. Pumas take two or three shots each, so fire fast. As soon as you reload, aim toward the north and get ready to fire. Focus on the closest Puma first and let off all three missiles if necessary to take it out. For the second Puma, either reload your missiles from the armory or move south a bit and man the machine gun. The Pumas are most deadly as they fly past you. Therefore, if you cannot shoot them both down before they get to you, drop prone behind some crates, then engage them as they fly away, using either the Stinger or machine gun.



An enemy helicopter goes down in flames.

Don't relax just yet. You have another rocket armed NBO-105 headed at you from the northeast. You should have enough time to pick up a reload for the Stinger and engage it at long range. You don't want to deal with this chopper using only the machine gun, because by the time it's in range, the enemy will be firing rockets at you. Shoot down all four waves to complete the mission.



Mortar

Briefing

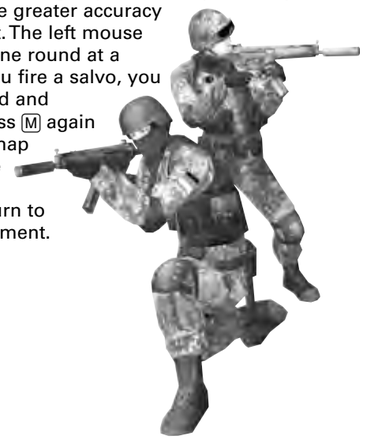
Practice engaging a fixed target with the M224 60mm mortar. Mortars are the best way to suppress or destroy a target without having a line of sight to the target.

Instruction

After you have selected the mortar for your loadout in either the menus or at an armory, press 7 to make the rocket launcher your active weapon. The M224 mortar is a good way to suppress or destroy enemy targets that are either out of visual range or behind an obstruction. The 60mm round does a little more damage than a hand grenade. The main advantage is the range it gives you.

Mortars are most effective when working with a spotter (in multiplayer only). The spotter uses a laser designator to set a target, which greatly increases the accuracy of the mortar team. Mortars are accessible only to the Engineer class.

Once you've deployed the mortar, press M to bring up the targeting map. You see an aiming circle that you can control with the mouse. The farther away the target is, the greater the spread will be on the rounds as they drop in. When a spotter selects a target, you see his point on your map and have greater accuracy on that target. The left mouse button fires one round at a time. After you fire a salvo, you need to reload and redeploy. Press M again to close the map and press the right mouse button to return to normal movement.



Training



Head for the sandbags, which provide cover from enemy fire.



Your target is the bunker on the hill.

This mission is fairly straightforward and not that difficult. When you start off, follow the waypoints to the north where you find some sandbags next to an armory. Use the armory to get a mortar, then position yourself in the sandbag emplacement. Press 7 to select your mortar, then right click to deploy it. Now press M to bring up the map view. Your target is the bunker complex in grid ZZ,1. Using the mouse, move your targeting circle over the yellow marker showing the enemy bunker and start firing.







Use the map view to target where your rounds will fall.



When you run out of ammo, go to the armory and reload.

As you can see, you are not aiming for specific enemies, but just bombarding an area. Once you have fired your four rounds, move to the adjacent armory and reload, then continue bombarding the enemy bunker. Don't waste time using the binoculars to see if you are hitting the enemy anti-aircraft sites. Just get as many rounds on the target area as possible before your helicopters begin their attack. Once the friendly choppers successfully fly past the bunker, the mission is complete.

Sniper Rifles

Briefing

Engage enemy targets at various ranges. Practice basic sniping skills and movement.

Instruction

Engaging individual targets at long range is best accomplished by snipers. Take ballistics into consideration when firing at longer ranges. Rounds drop considerably, and the shooter needs to get accurate range information to set up the scope correctly.

Shooting stance also affects the shot's precision. Firing while standing is less accurate than firing while prone. After you shoot, move to another location to avoid being detected. Sniper rifles are accessible only to the Sniper class.

Before taking a shot, get the range to the target using your binoculars. Press [B] toggle your binoculars. The number at the bottom of the view is the range to the target under the crosshairs. Press [B] again to return to your rifle view. Right click with the mouse to bring up the scope view. In the left side of the view are two numbers—elevation and magnification. Use the mousewheel to adjust magnification and [Ctrl] + mousewheel to adjust elevation. Set the elevation at the nearest hundred meters to your target. If your target is at an odd distance, manually hold the crosshairs either above or below the target to adjust.

Training



Hit the armory if you need some claymores.

This mission is tougher than the previous training missions. You have to move around instead of just engaging the enemy from a single position. You start off near an armory. Before heading off to the first waypoint, press [7] to see if you have any claymores. If not, head to the armory crates and pick up a couple. You can also change to a different sniper rifle. The M82 Barrett is a good choice because it gives you a long-range punch.

You'll be operating with another sniper. After getting your equipment, follow the other sniper toward the first waypoint. Follow a little ravine. As you get to the end of the ravine, turn around and place your two claymores so they cover this pathway to your sniper position. Some enemies try to sneak up on you later, and the claymores usually do the job.



This is a good spot to set up.

After exiting the ravine, find some large rocks sticking up out of the grass. Take up a position to the right of the rock on the right, and drop prone. You want to be sandwiched between the rock on your left and the rise of the hill on your right while facing north. Your target area lies directly ahead. Press [B] to bring up your binoculars and get a range on your target. Aim at the round bunker with the red flag on top. It's about 525 meters away. This is the range you need for sniping.

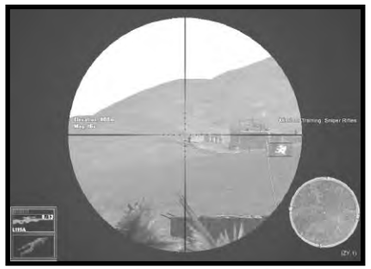




Take out the Stinger soldiers as well as those manning the machine guns.

Press [B] again to lower your binoculars and then, with your rifle selected, right click with the mouse to activate your scope view. Hold down [Ctrl] and roll the mousewheel to move your elevation to 500 meters. Then use just the mousewheel to adjust your magnification. Your primary targets are the enemies with the bluish headwraps. They carry Stinger missiles that can shoot down your helicopters. Your elevation is set a bit lower than the actual distance (because it adjusts in increments of 100 meters), so aim at the targets' heads. This usually puts the round right into their body. If you look carefully, you can usually follow the round and see where it hits. If you are high or low, adjust accordingly and fire again.

After taking out the two Stinger soldiers, take out the two soldiers manning the machine guns to the right and left of the bunker. Usually, you wouldn't take out four targets from one spot—but you are in a bit of a hurry before the choppers arrive. Crawl along the hillside to the east; the mortars on the hill start firing in your direction.



Take out the mortars on the hill.

Once you have completed your objective, you can begin heading for the extraction point. Waypoints lead you there. However, you also can try to engage the mortar position on the hill. It is the sandbagged position about 200 meters past the bunker. Check it with your binoculars to see that it's about 850 meters away. Adjust your elevation on your scope. Three soldiers at this base man mortars. Because you have a limited number of shots, focus on them. They are in three small firing positions. Stay high on the hill to engage them.



Scan the village for more soldiers before continuing to the extraction point.

After you have taken out the mortars, head for the extraction point. Crawl away from where you were shooting at the mortars, then study the area along your path. Some soldiers are in the village near the river as well as in the area between you and the extraction point. If you are almost out of ammo, head for the hut at grid ZY,1 where you find an armory.

Try to engage the enemies with your sniper rifle before they see you. Remember to drop your elevation to about 100 meters or you'll shoot way over their heads. If you need to stop at the armory, clear the area first. Take out any enemies in or around the armored jeep nearby so they don't man the machine gun. Continue to the extraction point. Crawl and take your time so the enemy does not detect you. Once there, your mission is complete.

Satchel Charges

Briefing

Use stealth to infiltrate an enemy compound and place explosives on a high value target.

Instruction

After you have selected the satchel charge for your loadout in either the menus or at an armory, press 7 to make the satchel charge your active weapon. Satchel charges are useful for destroying fixed targets and vehicles. Because you can remotely detonate the charge, they're also useful for booby-trapping enemy positions or vehicles. Once you've set a satchel charge by left clicking while the weapon is selected, switch to the detonator by pressing 8. Left click to detonate any placed satchel charges. Satchel charges are accessible only to the Rifleman class.

Take this opportunity to practice with the M67 fragmentation grenade also. Press 5 to select the frag. Left click and hold to increase the distance of the throw. A full throw meter gives you a distance of about 40 meters. Use a partial charge to throw the grenade through windows or at closer-range targets. Give yourself a safe distance; the M67 has a 3–4 second fuse, which ignites when you release the button.



Training



Use a frag grenade to blow up the communication equipment and create a distraction.

This is as much a training mission for stealth tactics as it is for using the satchel charge. However, you often use satchel charges for this type of objective. Your main objective is to plant a satchel charge on the Super Puma helicopter in the middle of the enemy base. However, first you need to create a diversion. Luckily, you have waypoints to guide you.

Head northwest along the road. As you get within about 90 meters of the first waypoint at the roadblock, move into the grass to the right of the road and crouch. Continue forward using the large boulders for cover. The enemy checkpoint at the roadblock consists of a sandbagged guard post as well as some communications equipment. Use your binoculars occasionally to see what is ahead of you.

Your first target is the soldier manning the machine gun on top of the guard post. Use your silenced MP5 to quickly take him out before he can start shooting at you. When you get within about 50 meters of the roadblock, drop prone and crawl to within about 30 meters. Then rise to a crouch, switch to sight view, and take out the enemy soldier. Now use a frag grenade. Throw it at the communication equipment to the right of the guard post. Barrels there blow up and increase the damage caused by the grenade.

Finally, your instructor tells you to try to throw a frag grenade through the window of the guard post. Get a little closer, then give it a shot. Hold down the mouse button until the charge meter reaches about 50 percent and then release. This is a tough shot, so don't worry if you miss.



Take the canal right into the base.



Watch out for the guard posts along the canal.



Place the satchel charge in the Puma and then get away.

The next phase of this mission involves getting to the enemy base. If you look on the map, you see your objective at grid B, 3. Several guard posts along the way are shown by the yellow dots representing emplaced weapons. Your best bet to infiltrate the base is to take the canal that runs past the roadblock and follow it east and then north into the base. Run until you get to the turn to the north, then crouch and continue.

Watch out for a small patrol that walks along the eastern side of the canal. Be careful as you approach the base. There are guard posts on both sides. Try dropping prone and swimming past those posts. Continue east again, avoiding any enemies. Don't exit the canal until you're almost due north of the Puma helicopter. Check out the area around the base of enemies.

When it looks clear, move quickly toward the helicopter and press 7 to select the satchel charge. Throw it into the open door of the chopper, then head back for the canal. Press 8 to select the detonator, then fire to set off the charge and destroy the helicopter. Now just stay alive until the mission ends.

Grenade Launcher

Briefing

Use the M203 Grenade Launcher to even the odds while defending your position, then go on the offensive and take the enemy's bunker.

Instruction

After you have selected the M16/M203 for your loadout in either the menus or at an armory, press 3 to make the rifle your active weapon. Press 3 twice to cycle to the grenade launcher mode. The 40mm grenade round is effective against infantry and direct hits can seriously damage vehicles. The M203's effective range against point targets is about 150 meters, and area targets at up to 300 meters. M203s are accessible only to the Rifleman class.

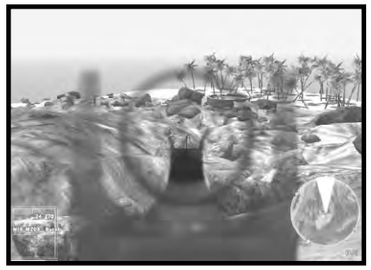
The 40mm grenade drops significantly over distance, so be sure to account for elevation when firing at long ranges. Use the right mouse button to toggle the sighted and normal views when engaging a target. Using the sighted view lets you fire more accurately and adjust your elevation. Ctrl + mousewheel adjusts the elevation on the "ladder" sight.

Training



Aim for the bunker and take out the enemies manning the guns on top.

In this training mission, you are again under fire. At the start, you have to engage the enemy bunker. However, shortly after you begin firing, the rebels begin assaulting your position. First use your binoculars to get a range on the enemy bunker. It's just a bit over 200 meters from your position. Now, press 3 twice to select the grenade launcher and bring up your sight view. Notice that you have a different type of sight. Like the sniper scopes, you can adjust the elevation by holding down Ctrl while moving the mousewheel. Set your grenade launcher sight for 200 meters and begin launching grenades at the bunker. Also clear out a machine gun nest to the left.



Use your rifle for taking out enemy attackers as well.





For close enemies, use the reticle in the regular view. The drop due to distance is much less, so you do not have to adjust your aim that much.

As you attack the bunker, rebel troops begin coming at your position. Watch for them coming straight at you from the bunker, as well as trying to flank you from the right and left. When they are near the bunker, use the sight view. However, when they get within 100 meters, halfway between the bunker and your position, switch to regular view and use the reticle to aim. After a couple rounds, you should pick up where to aim for different ranges.

You can carry only six grenade rounds at a time. When you run out, head for the armory behind you. Also, don't forget that you have a rifle. Press 3 to change to burst and semi-automatic fire modes. When the enemies charge, don't let them get any closer while you are reloading the grenade launcher. Instead, wait for a lull in the assaults.



Capture the enemy bunker to complete the mission.



After you complete your first objective of destroying the fixed defenses on the bunker, you receive new orders. You must now capture and hold the enemy bunker. Don't rush to do this until the attacks on your position have died down. Get a full load of ammo and grenades before beginning your assault. If you wait for the enemy attacks to end, you have very little opposition during your advance.

Stop every so often and use your binoculars to scout ahead for any awaiting enemies. There is usually one inside the bunker as well as a few around the outside. As you get about halfway to the bunker, try dropping a few grenades by the entrance to the bunker to take out anyone hiding in the doorway. Then switch back to rifle mode to deal with any opposition as you make the approach.

Once you have eliminated all enemies, the mission ends. However, if this does not happen as you enter the bunker, race to the top of the bunker and prepare to defend it. You did not get all the enemies yet. If necessary, restock your ammo at the armory inside the bunker.

Machine Gun

Briefing

Squad and platoon machine guns bring extra firepower to the smaller ground units. Practice your skills with these weapons and become a force multiplier for your team.

Instruction

After you have selected a machine gun for your loadout in either the menus or at an armory, press 3 to make the machine gun your active weapon. The machine gun is most useful when prone and sighted in—firing when running is a low percentage maneuver. Machine guns are ideal for putting fire on point targets and also for laying down suppressive fire in the general direction of the enemy. Supporting your squad's movement is the usual role of the machine gunner. Machine guns are accessible only to the Gunner class.



Training



Visit the armory at the beginning to change out your machine gun.

This is similar to some of the previous training missions in that you must defend your position from enemy attacks. You begin in a bunker; however, get outside where you have a better field of fire. After exiting the bunker, head around to the southern side to the armory. Exchange the default machine gun for an M249. This holds 200 rounds in the magazine and has 600 rounds you can use before you have to return to the armory. In this mission, you need all the ammo you can get.



Take up a position here for the beginning of the enemy assault. Lie prone for improved accuracy.



Aim a bit ahead of the enemy and let them walk into your fire.

With your new machine gun, head south to a platform near some very low sandbags. The sandbags do not offer you much protection. However, they won't block your view. When firing a machine gun, you are much more accurate while lying prone. Before long, the enemies begin their assault. They start off coming from the road to the south and then the village to the southwest. Machine guns are made for long bursts. Do not aim directly at the incoming enemies. Instead, aim a little ahead of them and fire. They run right into your rounds and drop. This is more accurate at long range than trying to hit each enemy individually.



The enemies are at the wire! Take them out before they get into the base.





You have to focus your attention between two different groups of enemies. Keep an eye on the spin map to see where the enemy fire is coming from. If it starts coming from the west instead of southwest, go help your teammates defend that section of the base. Get up and move west, and begin engaging enemies as they approach the camp. Keep moving back and forth as needed. If your ammo starts to get low, head for the armory and press Shift twice quickly to restock your supply and get back into the fight. Once all enemies have been killed and the convoy arrives, the mission is complete.

Land Vehicles

Briefing

This mission lets you get the hang of driving with, and gunning from, ground vehicles. An FAV is standing by. Hop in it to practice ground maneuvers and mounted weapons fire. After you load the FAV into a Chinook, deliver an AAV to a checkpoint at a local village. Nearby, a Stryker needs your gunning skills to fend off an organized enemy assault on a friendly outpost.

Instruction

Land vehicles are the primary method of moving troops and equipment on the battlefield. Practice your skills driving a sampling of the Joint Ops motor pool. To attach to a vehicle, press Shift while aiming at a highlighted attach point. To change positions while attached, hold Shift and press the number key of the open seat to which you want to move.



Training



Fire at the crates and barrels.

This mission starts out basic, but gets challenging. First off, walk over to the fast attack vehicle right in front of you. Aim at the driver attach point and press Shift. Now use the movement keys to drive forward. You can also steer by moving your mouse. Pull into the open sandbag area. Switch to the gunner's position by holding Shift and then pressing 2. Fire the mounted machine gun at the barrels and crates until you are given new orders.



Drive the FAV up and into the Chinook.

Switch back to the driver's seat and back out of the gunnery bay. Press - to zoom out your spin map. The waypoint shows you where to go next. Take the roads that lead to your destination. You arrive at a base. Slow down and drive the FAV up the ramp and onto the Chinook. Leave it there. Hop out of the vehicle and walk over to the hangar on the left. Get into an armored attack vehicle, or AAV.



Drive carefully through the village.

Once again, drive it down the road that leads to your new waypoint. When you arrive at the village, slow down and drive around barricades to your destination. Drive up and park behind the Stryker. Exit the AAV and attach to the gunner's position on the Stryker. Your view changes to the sight of the Stryker's .50 caliber gun. All you have to worry about now is shooting at the enemy. A driver takes you where you need to go.



Help defend the friendly base against the Rebel attack.

As you approach a roadblock, shoot at the truck and the machine guns manned by the Rebels. It can be tough with the Stryker bouncing around, but you can do it. As you drive past, turn the gun around and fire behind the Stryker to finish off anyone you missed before. Watch the spin map to see enemy vehicles ahead. A couple armored jeeps drive up a road off to your left. Engage them as you drive by and as they follow you. Take them out as quickly as possible, because you'll have a couple BTRs to deal with, and you won't want the jeeps shooting you from behind. Deal with the BTRs with constant fire and you should be able to take them

out before they destroy your Stryker. Then continue into the base and take up a position to fight off a Rebel attack. Keep the gun blasting away at all times, taking out any enemy you see. Don't worry about running out of ammo—you won't. Once all rebels have been neutralized, the mission is complete.

Water Vehicles

Briefing

In this training mission, familiarize yourself with our force's seagoing capabilities. Using Mark V attack boats, learn to maneuver with, and fire from, watercrafts. You'll find an LCAC and a variety of ground vehicles so you can practice transporting vehicles across expanses of water. Or jump into a Zodiac and run the nautical obstacle course.

Instruction

If you move any vehicle from its original start position and abandon it, it will self-destruct after a fixed period of time. If you remain near the vehicle, it will not self-destruct.

Water vehicles and hovercrafts are essential tools for this theater of operations. The many scatted islands are accessed only by water or air. It's critical to master the skills related to the naval transport and combat.

Training



The Zodiac is very maneuverable.

This training mission has four main exercises. The first two are optional. Start off by heading for the Zodiac on the beach near where you start. Attach to the driver position near the outboard motor. Notice that boats use the same controls as ground vehicles. Drive the Zodiac around for a bit to get to get used to the controls. Try taking it on the obstacle course to learn how tight you can turn at various speeds. During actual missions you will be piloting Zodiacs down narrow rivers. You need to know when to slow down so you don't run aground.



Drive the truck onto the LCAC.

When you are comfortable with the Zodiac, beach it near the LCAC. There are several ground vehicles that you can drive onto the LCAC. See how many you can fit on it. Then climb into the pilot's chair and take it out on the water. Turn around and bring it back to where you started. Try unloading the LCAC if you want.



Take out the targets along the coral reef.

Now that you have completed the two optional exercises, it's time to get serious. Head over to the dock where the two Mark Vs are. Climb aboard the one on the right and take up a position on either the grenade launcher or machine gun. The skipper takes the boat out onto the open sea and near several targets. Destroy each in turn as you sail past them. After turning around to head back to port, you come across some Rebel patrol boats. Quickly take them out before they can sink your boat. Lead them a bit and aim a bit high while they are at a distance. After sinking a couple of patrol boats, head back to the docks.



Keep your side toward the enemy patrol boat's rear side.

It's now your turn to pilot a Mark V. Climb aboard the second Mark V and attach to the driver position. You already have a full crew of four gunners. Your job is to take the boat out onto the ocean and sink some rebel patrol boats. The Mark V has the advantage of an additional grenade launcher as compared to the Rebel boat. Also, the Rebel's grenade launcher can only fire 90 degrees left or right from the front of the boat. Therefore, to maximize your firepower while minimizing the enemy's, stay behind and to one side of the patrol boat while sailing with either side of your boat facing the target. This allows your boat to fire a grenade launcher and a machine gun to the enemy's one machine gun. After you have sunk all enemy boats, the mission ends.

Aircraft

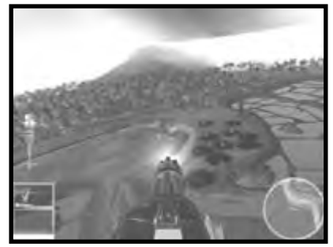
Briefing

Here you practice the basics of flying a helicopter in a combat environment. A UH-60 Black Hawk is standing by to help you learn how to fire the minigun from the air. AH-6 Little Bird attack helicopters are at your disposal for combat runs against increasingly difficult enemy targets.

Instruction

Helicopters are the fastest and most effective way to cross Indonesia's difficult terrain. However, the lightweight aircraft, while fast and maneuverable, are vulnerable to enemy ground fire.

Training



Shoot at the barrels below. Remember to let the helicopter "walk" your rounds into the target.

This training mission consists of three main parts. Each provides you with training in various skills you need to be an effective pilot during missions. Also note that the enemies are using live ammo, and you can get shot down. So be careful.

Climb aboard the closest Black Hawk and attach to the open minigun. The pilot automatically takes off once you are aboard and flies to a group of abandoned vehicles and barrels. While he flies an orbit pattern around these targets, shoot them with the minigun. The easiest way to use this weapon is line it up with your target, but a little behind it. Then hold while the motion of the helicopter "walks" your fire right onto the target. After several orbits, the pilot flies you back to base for your next exercise.

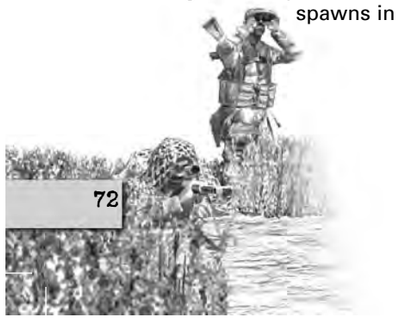


This Little Bird is armed with rockets.



As you fly toward a target, lower the reticle so that it stays over the target and gives you more shots at it per pass.

On the tarmac you see a couple of Little Birds armed with either machine guns or rockets. Pick one and take to the sky. Zoom out your spin map a bit so you can see the enemy vehicles at a distance and line up your strafing runs. You can move the "I" targeting reticle up and down a bit to adjust the elevation of your weapons. However, to aim left or right, you have to turn the entire aircraft. The key to strafing is to come in low, just above the treetops, and at medium speed. This is a bit riskier, but it gives you more time to hit the target and take it out on the first pass. Watch your damage level. If your display is in the red, or even in the yellow, head back to base. Swap for another Little Bird and come back for more strafing. While you are gone, the damaged helicopter self-destructs and another spawns in its place.





The downed crew pops yellow smoke to show you its location. Land and pick them up. Once they are all aboard, take off again and fly to safety.

The third and final exercise in this training is a CSAR mission. Here you must pilot the empty Black Hawk to the crash site. If you look at your spin map, you see that a straight flight will take you over the enemy. Instead, fly around the eastern side of the mountain and come in low, landing right next to the downed helicopter. Wait for all the soldiers to climb aboard, and then take off, flying the same route around the mountain to avoid additional enemy fire. Bring the crew back to the airbase and land to complete the exercise.

Base Defense

Briefing

An incoming enemy force provides a good opportunity for you to get some battle experience before you attempt any offensive. To succeed, you need to exhibit proficiency with a variety of weaponry and a high degree of battlefield awareness.

Instruction

Defending your base may not be the most glamorous assignment, but it is one of the most important. In advance and secure games, you need to keep enough teammates in reserve to defend your forward positions. If the enemy gets enough troops into the zone around your control point, you lose the ability to spawn troops and vehicles at that position.



Training



Take up a position to repel the northern attack.

This mission requires you to move around and use heavy firepower. A good loadout to go with is an M4/203 rifle and grenade launcher, an AT-4 rocket launcher, and just frag grenades. Dump the smoke grenades and flashbangs so you can move faster. The first attack comes from the north. Either take up a position on the walkway above the north entrance to your base or drive an armored attack vehicle over to the gate and take control of the machine gun on top.



Don't forget to use the AAVs parked around the base. Just drive them to one of the gates and change to a gunner's seat.

If you choose to use your rifle, sight in some distances using the binoculars. Find landmarks at 50 and 100 meters. Then set the elevation of your grenade launcher sight to 100. Whenever concentrations of enemy troops come near your set ranges, drop a grenade into their party and take them all down. Keep an eye on your spin map to see where the enemy is coming from. Soldiers can be difficult to see in the high grass and foliage.



An AT-4 can take out an enemy jeep with a single hit.

As it starts to slow down in the north, another attack hits in the south. Head over there, stopping at an armory to restock your ammo if you didn't already. For this side, stay low if you want. Find some sandbags or other low cover to crouch behind so only your head and rifle are exposed.



Use the AAV machine guns against the enemy chopper.

In addition to the infantry attacks, expect an enemy helicopter to fly over and fire down on you, as well as several armored jeeps and a BTR. Don't waste time getting a Stinger for the helicopter. An AAV machine gun also works well. Use the AT-4 on the BTR and armored jeeps. After you have eliminated all the Rebel attackers, the mission ends as a victory.





Base Assault

Briefing

Reconnaissance has discovered a remote Rebel outpost just outside our training facilities. The recent attacks on our forces have been staged from this base. We have been authorized to take control of the area. This is it. Land, sea, and air vehicles are all at your disposal you'll need them. The rebels are firmly entrenched and won't go out without a fight.

Instruction

Attacking the enemy and capturing their control points is the key objective in advance and secure missions. Choose any means of transportation to attack the enemy-held island. Your friendly troops will not be working directly with you, but mounting attacks on their own. Use a bit of strategy when attacking, as the enemy expects a direct assault from your base. The mobility of your boats and helicopters allows you to attack from any direction.

When advancing on an enemy control point, your team needs to outnumber the enemy players in the control zone. Once you have a numeric advantage, the enemy loses the ability to spawn players and vehicles. In multiplayer, you need to work with your team to move personnel into position to attack—as long as the enemy has the same number of players as the attacking team, they can continue to spawn players. Once you've gained control of the zone, move into the center of the bunker and it changes to your team's control. You can then spawn players there.



Training



The Stryker can sail across to the enemy island. Your gunner engages enemy targets along the way.

This can be a tough mission at first. However, don't get discouraged. Just keep spawning back at the default base and climbing aboard a vehicle and heading to the enemy's island. Every time you are killed and respawn, the other casualties on your team respawn and then begin their attacks as soon as you are in a vehicle or getting ready to go.



Take one of the Zodiacs and three others join you, to land 12 troops in all.





You have quite a few choices of how to get to the island. You can take Zodiacs with other troops who ride along in three other Zodiacs. You can take a Stryker. Because it's amphibious, it can sail across to the island on its own, engaging enemy patrol boats and helicopters along the way. There are also two rocket-armed Little Birds—one you can fly and one you can ride in as a passenger—and two Black Hawks. In the first Black Hawk you can control of one of the miniguns. In the second Black Hawk you can be the pilot and take your crew into battle. Once you land and get out of this Black Hawk, your crew follows you on foot.



Fire rockets at the bunker and its surrounding defenses.

What to do first can be tough. The Little Bird you can pilot is always a good choice. Fly it in and begin clearing out the defenses around the base. On the way, sink the Rebel patrol boat and make it easier for your teammates to get to shore. As you approach the base, slow down and hover while flying low. Then sideslip to the left or right, firing rockets at the bunker and its defenses. Your goal is to try to clear out the machine guns and such. Notice that concertina wire surrounds the bunker area on three sides (north, west, and south). When you get shot down, just respawn.





Land your Black Hawk to the west of the bunker and then take it on foot.

After a few raids like this, pilot the Black Hawk and land to the west of the bunker, inside the wire. Jump out and move toward the bunker. Your crew follows. Continue clearing out the defenses. You may run into a BTR, so use an AT-4 to take it out. Eventually you need to clear out the bunker area. This does not mean just the bunker, but all the area around it. It often takes several tries, but don't give up.



The emplaced grenade launcher can really help you clear out the area around the bunker.

To attack the bunker from the east, coming up and over the hill, the key is to clear out the two buildings across the road from the bunker. Rifle grenades can take out the Rebels manning the emplaced weapons on these buildings. If you can get to the grenade launcher, you can pretty much dominate the area around the bunker. Watch for enemies coming from all directions, and bombard the bunker and any enemies you see with grenades. Once you clear out the area around the bunker and have more troops in the area than the enemy does, move into the center of the bunker. You have captured the control point and won the mission.

COMPETITIVE MULTIPLAYER MISSIONS

The Different Multiplayer Games

Joint Operations: Typhoon Rising offers three main types of competitive multiplayer games. Each has different types of objectives that require some unique and specific tactics. Let's look at each of the game types, and what you need to be victorious in each.

Advance and Secure (A & S)

This is one of the main mission types, and requires coordination for success. You must attack enemy-held objectives while also defending objectives of your own. One of the unique features of this type of mission is the creation of a moving front. While each side may have two, three, four, or even more objectives to capture as well as defend, not each objective is available for capture. Instead, only the one or two bases closest to the enemy are at threat. This allows each team to concentrate their forces along this front instead of having to worry about guarding every objective. Not only does this encourage cooperation among the team members, it also allows for some bigger battles for each objective.

Team Deathmatch (TD)

The rules for this game type are simple—eliminate as many of the enemy as you can. The team with the most points scored for killing the other team wins. Camping out near a spawn point is a good way to kick your team's score up because you know that those enemies killed have to reappear on the map at only a few select locations.

TIP

In addition to scoring points for each kill, you can earn bonus points for more dangerous and daring kills. For example, if you use a knife or machete, kill with a headshot, make a sniper kill at long range, or kill more than one enemy with the same shot, you can double your score for each kill.

Each team begins the mission with a single spawn point at their base. However, some missions offer additional spawn points. These are called Progressive Spawn Points or PSP. Capturing PSPs scores you points; they begin neutral green, but after you capture them, they change to your team's color. After a PSP turns to your team's color, you can use it for spawning your troops.

Team King of the Hill (TKOH)

In this type of mission, both teams share a single objective area. Each team wants to have soldiers in the objective area for the longest amount of time. As long as soldiers from your team are in this zone of control, your team's counter keeps track of the time in the zone. However, if at any point there are no players from one team in the zone, that team's counter resets to zero. Therefore, you want not only a lot of players in the zone, but you want to keep the enemy out of the zone as well. Medics are important in this mission because they can heal wounded or incapacitated soldiers within the zone so they do not have to respawn back at the base, often some distance from the control zone.

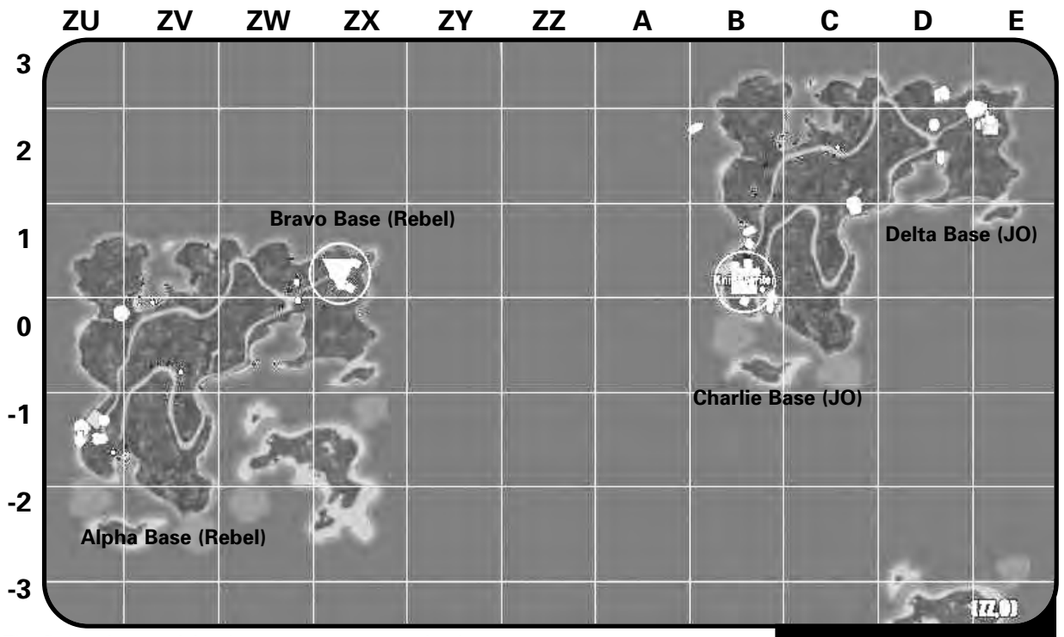
The Maps

Joint Operations: Typhoon Rising offers many different maps, each with its own unique style and tactics required for victory. The remainder of this chapter looks at every competitive multiplayer map. For each map you'll find an overhead view of the map with all objectives, bases, and key locations pointed out. You'll also find information about each base and objective including the types of vehicles and emplaced weapons located there. Finally, there are tips and tactics for each map to help you beat the other team and claim victory for yourself. Good luck!

NOTE

For each map, there are Mission Type listings which can be played on the map. The type of mission in bold print is the one for which the strategy and tactics are specifically targeted. However, you can use these same tactics with minor modifications for the other types of missions.

Pulau Jagung Islands



The Pulau Jagung islands represent a strategic observation point. The enemy must be pushed off both islands to allow military control of this region.

Plan your tactics. Use helicopters and boats to land assault troops near the next enemy base. Your attacking forces must outnumber the defending team to capture an enemy base. Don't leave your base undefended or the enemy will encroach onto your island.

The first team to control all four bases wins. The next nearest enemy base must be captured before advancing to the next base.

Players can spawn at bases controlled by their team or at the camp in the middle of their home island. Press the letter for one of the bases to spawn there, or press the spacebar to spawn at the camp.

Briefing

Time: 0700

Visibility: 800–900m

Weather: Clear

Camps and Bases

JOINT OPERATIONS CAMP

LOCATION: C,1

AVAILABLE HERE:

- **2 Armored Attack Vehicles with .50 cal. MG**
- **Armory**

The Joint Operations camp is situated in a small valley filled with trees. Other than the armory and the two vehicles, there's nothing here. It's usually a good idea to spawn at one of the bases with more vehicles and closer to the battle. However, if your first base, Charlie, has been captured by the enemy, this camp is a good place to spawn for the counterattack because it's often closer to the base and offers a path for you to attack from the enemy's flank.

REBEL CAMP

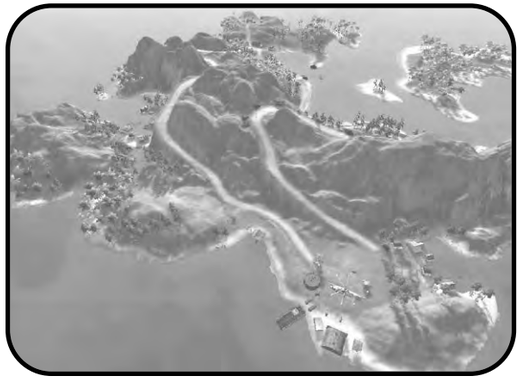
LOCATION: ZU,0

AVAILABLE HERE:

- **2 Armored Jeeps with .50 cal. MG**
- **Armory**

This camp is near a small fishing village. Unfortunately, there are no nearby boats. As with the Joint Operations camp, spawn here only if your first base, Bravo, has been captured.

ALPHA BASE (REBEL)



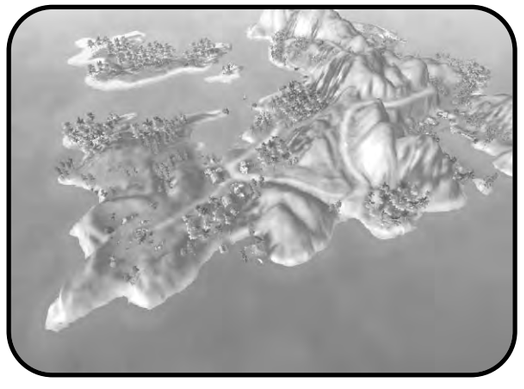
LOCATION: ZU,-1

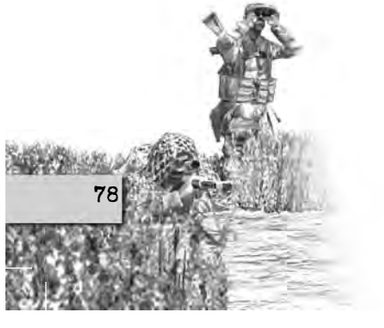
AVAILABLE HERE:

- **2 Armored Jeeps with .50 cal. MG**
- **2 BTRs**
- **2 Zodiacs**
- **1 Large Amphibious Assault Boat**
- **1 NBQ-105 Slick**
- **1 NBQ-105 Miniguns**
- **1 NBQ-105 Rockets**
- **1 Halo**
- **Armory (in base)**

This is the main Rebel base. Here you have a boat that can carry vehicles, plus a helicopter that can load one of the jeeps. Make this the rebels' main staging area for the attack. Because it cannot be captured until Bravo Base falls, don't worry about defending this base initially. However, if you must, the two towers overlooking this base, each with two grenade launchers, and the emplaced machine guns can help you make your stand.

BRAVO BASE (REBEL)







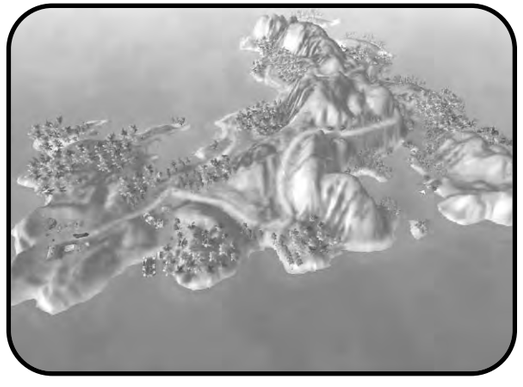
LOCATION: C,1

AVAILABLE HERE:

- **1 Armored Jeep with .50 cal. MG**
- **1 BTR**
- **2 Zodiacs (NW and SW)**
- **1 Armored Patrol Boat (in bay to NW)**
- **1 NBQ-105 Slick**
- **1 Super Puma**
- **Armory (in base)**

The Rebels' forward base comes under attack first. However, because you have some time before the enemy arrives, use the helicopters and boats to begin attacking the enemy and make an attempt on their forward base. However, leave some soldiers behind to defend. Use the BTR and armored jeep to attack the enemy as they land. Use the Super Puma to locate the approaching enemy and let the defenders back at base know where to expect an attack. Don't forget to man the emplaced machine guns and grenade launchers. Because this base is built on a hill, with a cliff to the east, expect attacks from the northwest and southwest.

CHARLIE BASE (JO)



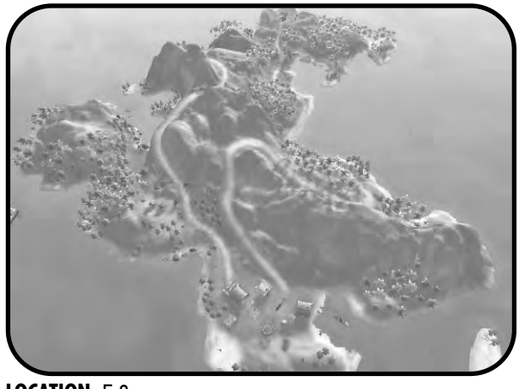
LOCATION: B,1

AVAILABLE HERE:

- **1 Armored Attack Vehicle with .50 cal. MG**
- **1 Stryker**
- **1 Mark V (SE)**
- **2 Zodiacs (SE and NW)**
- **1 Little Bird Slick**
- **1 Black Hawk**
- **Armory (in base)**

This is the Joint Operations forward base. It's right on a beach, which means the enemy can sail up to the shores and unload their boats. You don't want this base to fall, so be sure to defend it. The hills to the east offer good sniping positions, and emplaced machine guns and grenade launchers are set up to cover the beach area.

DELTA BASE (JO)



LOCATION: E,2

AVAILABLE HERE:

- **2 Armored Attack Vehicles with .50 cal. MG**
- **1 LCAC (with 2 Strykers aboard)**
- **1 Zodiac**
- **1 Little Bird Slick**
- **1 Little Bird Machine Gun**
- **1 Little Bird Rocket**
- **1 Chinook**
- **Armory (in base)**

This is the Joint Operations main base. If you lose it, the mission is over. However, because the enemy must capture Charlie Base before this base can be threatened, load up all your troops into the LCAC or onto the helicopters and head for the Rebel island. If Charlie Base is captured, defend this base to the death. The base is surrounded by steep drops on three sides, so all attacks will come from the west.

Mission Strategies

JOINT OPERATIONS



Be ready with Stingers for enemy helicopters.

While this mission requires you to go on the offensive to win, you must defend Charlie Base. It's an inviting target for the Rebels, especially with the wide beach access. In addition to manning the emplaced weapons, keep at least a couple engineers with Stingers on hand to deal with enemy helicopters. Then man the nearby Mark V. A second Mark V is to the north, next to an old freighter off the coast. Use both of these to engage enemy boats. In addition to the boat's skipper, you need one soldier on the grenade launcher and another to man the machine guns in the back. You don't need two machine gunners, just switch sides as needed.



Use your Mark Vs to defend your coastline.

Another good defensive tactic is to take to the hills. Send an engineer and a sniper up to the hills east of Charlie Base. The sniper can engage the Rebels at long range and use the target designator to highlight spots where the enemy is heading ashore. Nothing breaks up an attack like a mortar round hitting the boat just as the troops are about to disembark. Riflemen with AT-4s on the shore also can cause trouble for the attackers.



Strafe the Rebel base as the ground troops move in.

While part of the Joint Operations force holds the fort, the rest should take the fight to the Rebels. Stage the assault from Delta Base. Have at least four soldiers head down to the LCAC with the two Strykers already aboard. That is the bare minimum because once you land, you need two drivers and two gunners. A good strategy is to take the LCAC east to the map edge, then turn south. Head for grid D,-2. Once there, turn west and make for the island southeast of the Rebel island. Because you are so far south, the enemy should not see you. Continue to ZW,-2, then head north between the two islands for the bay at ZW,0. One Stryker should be ready to roll as soon as the LCAC reaches shore. The driver of the



LCAC can then hop aboard the second Stryker. A nearby road takes you right to Bravo Base. By this time, the helicopters from Delta Base should be through engaging the Rebel attackers near Charlie Base and begin making strafing runs on Rebels at Bravo Base. The key is to get enough troops into the control zone at the same time so you can first deprive the Rebels from using it as a spawn point, and then take control of it so the Joint Operations can spawn there.



Lay down covering fire, taking out all the defenders around the base, before moving in. Grenade launchers and machine guns work well for this.

TIP

An engineer or two might try taking a Zodiac over to the island to the north between the two main islands. From here, they can just hit Bravo Base with mortar fire. Either have someone else use a target designator, or just use the map to target. You know where the bunker is as well as the tower, so aim for them and let the rounds fly just as the ground team in the Strykers arrives from the west. Even if you don't hit anybody, you may force them to take cover or at least pause, giving your troops some time to get into the base area.

Once Bravo Base is secured, make it your main base. Spawn at Delta Base only if you need Little Birds with weapons or Mark Vs for naval support against the Rebels' main base. Don't worry about defending Charlie or Delta Bases because the Rebels cannot capture them until they retake Bravo Base. Therefore, make sure you have a good defense at Bravo.

Now just take Alpha Base to win the mission. While the ground attack is an option, it can be tough—especially if the enemy has riflemen with RPG-7s waiting for you in the hills. A joint sea and air assault is a good tactic. Send some Mark Vs to attack the base from the west while Zodiacs and helicopters drop off troops near the small bay southeast of the base. This is usually less defended.

REBELS



Load up the BTRs for a sea cruise.

The strategy for the Rebels is nearly the same as for the Joint Operations. However, because the Joint Operations forward base, Charlie, is more exposed than the Rebels' forward base, Bravo, send in a massive assault right at the beginning. If the Rebels can quickly grab Charlie Base, they have a good foothold on the enemy's island and can work on an assault against the second base.



The BTRs disembark and fire on Charlie Base as they approach the shore.

To do this, leave a few soldiers at Bravo Base to defend it against helicopters and the troops they carry. A couple engineers with Stingers and some additional defenders can hold the fort. Meanwhile, load the two BTRs onto the large amphibious assault boat. Send it, with enough troops to man the vehicles, around the north side of the Rebel island, then east toward Charlie Base. Load the two armored jeeps onto the Halo with a driver and gunner for each. Send it to land the jeeps along the road north of Charlie Base. The two NBQ-105s with weapons fly toward Bravo Base to engage any enemy naval units that appear, then follow the amphibious assault boat toward Charlie Base.



Take the fort to claim the base.

The key to the assault is timing. Everyone should wait on the assault boat to approach Charlie Base. Just offshore, have the two BTRs, which are amphibious, drive off into the water and proceed to the shore on their own, with cannons blazing. As they hit the water, the helicopters make strafing runs while the two jeeps rush in from the north. If you have a few extra soldiers in the BTRs as passengers, you may have enough to begin taking over the base. Then just send someone inside the bunker to claim Charlie as your own spawn point.

With Charlie in your possession, concentrate on defending this base and forget about the other island altogether. Because of the position of Delta Base, consider a land attack with your boats and helicopters providing fire support from offshore and the air. The Joint Operations team will spawn almost all of its soldiers at Delta Base, so you need a large force to take this base. Have several medics on hand to heal your wounded rather than having them spawn back at Charlie Base. Keep the pressure on with your troops right at the front of the fight.

TIP

Be sure to defend Charlie Base. If it falls back to the Joint Operations team, it's like the mission started over. Be especially watchful for assaults from the sea. Have riflemen with RPG-7s on hand or place satchel charges along the beach to blow if the enemy tries to land there.

Tips from the Testers



Use the grass and trees to conceal your approach.

Four bases spread over two rugged islands characterize this advance and secure battleground. Because the islands are separated by a large expanse of water, thoughtful use of transport vehicles is vital.

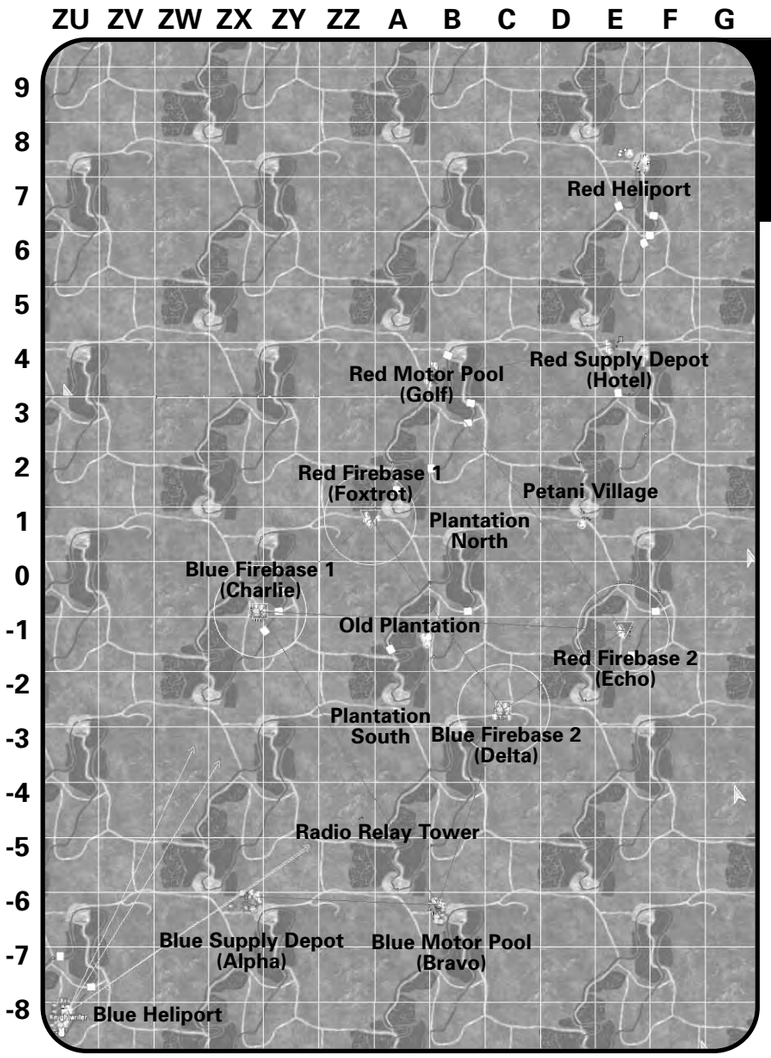
Using boats and helicopters, execute coordinated assaults on the enemy island. Infiltrate unnoticed whenever possible, even if this means taking a circuitous route to your destination.

Use the island between the two main islands to the north for sniping at or attacking vehicles crossing the water. Also use it as cover for your boat or helicopter.



Kombang Valley

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 1600

Visibility: 800m

Weather: Clear

A two-front battle puts your team's coordination and tactics to the ultimate test. Teams must hold two central points while attacking enemy outposts. Once you control the front lines, you can focus your forces on destroying the larger rear bases.

An old Dutch plantation lies strategically in the center of the contested area. The team that controls the center is in a good position to ambush enemy vehicles transitioning the front lines.

Teams need to have rapid reaction forces available to reinforce bases under attack and quickly shift to the offensive.

Camps and Bases

BLUE HELIPORT (JO)

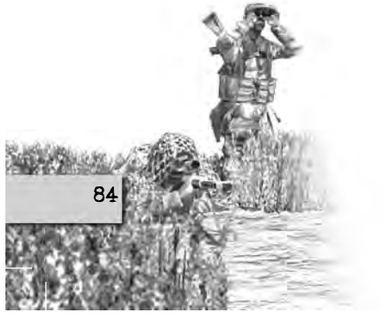


LOCATION: ZU,-8

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Little Bird MG**
- **1 Little Bird Rockets**
- **1 Chinook**
- **3 Black Hawks**
- **2 Armored Attack Vehicles**
- **1 Truck**
- **2 Emplaced Machine Guns**
- **Armory**

This heliport is the Joint Operations main camp. The enemy cannot capture it, so this is a sure spawn point. Here you also find lots of helicopters, including the only Little Birds with weapons. While it's at the map's southwestern end and at a distance from the enemy, this is a good point from which to launch aerial assaults. Load only armored assault vehicles into the Chinook because it's a long drive to the enemy.



BLUE SUPPLY DEPOT (JO)



LOCATION: ZX,-6

AVAILABLE HERE:

- **1 Little Bird Slick**
- **2 Chinooks**
- **3 Black Hawks**
- **3 Armored Attack Vehicles**
- **1 Stryker**
- **1 Emplaced Grenade Launcher**
- **3 Emplaced Machine Guns**
- **Armory**

This base is also back from the fighting. However, you can use the helicopters here to assault enemy bases. If your two fire bases fall, this is a good spot to regroup and prepare to take them back.





BLUE MOTOR POOL (JO)



LOCATION: B,-6

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Black Hawk**
- **2 Armored Attack Vehicles**
- **3 Strykers**
- **1 Truck**
- **2 Emplaced Machine Guns**
- **Armory**

This base holds the heavy ground vehicles. While it's not right at the front, you can put together a powerful ground convoy here, then drive into enemy bases and take them. With three Strykers and a couple armored attack vehicles, you can load up a lot of troops and have five vehicle-mounted weapons to engage anyone who tries to stop you. Between the drivers and gunners, this convoy would roll into an enemy-held objective with at least 10 soldiers plus any passengers. That can make it tough for the enemy to hold out.

BLUE FIREBASE I (JO)



LOCATION: ZX,0

AVAILABLE HERE:

- **1 Little Bird Slick**
- **5 Armored Attack Vehicles**
- **1 Emplaced Grenade Launcher**
- **3 Emplaced Machine Guns**
- **Armory**

This is one of the front-line bases. While you have a single unarmed helicopter, the main firepower consists of the five armored attack vehicles. Load these up, then drive the short distance to the enemy fire bases and take them over. This base also has several emplaced weapons to help defend it.



BLUE FIREBASE 2 (JO)



LOCATION: C,-2

AVAILABLE HERE:

- **1 Little Bird Slick**
- **5 Armored Attack Vehicles**
- **1 Emplaced Grenade Launcher**
- **5 Emplaced Machine Guns**
- **Armory**

This second firebase is very similar to the first, except this one has more emplaced machine guns. The open space to the north and east makes it more difficult for the enemy to approach unnoticed.

RED FIREBASE 2 (REBEL)



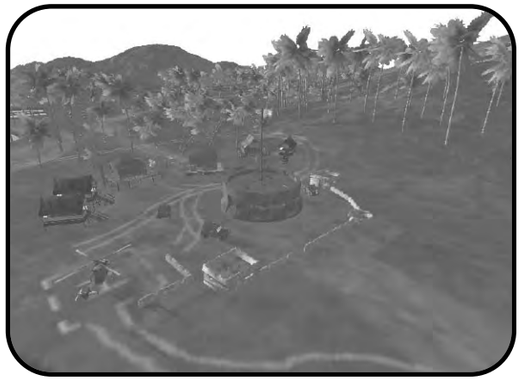
LOCATION: E,-1

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **4 Armored Jeeps**
- **1 Emplaced Grenade Launcher**
- **3 Emplaced Machine Guns**
- **Armory**

This is the eastern rebel firebase and must be defended. Hold here and let the attacks come from farther back.

RED FIREBASE 1 (REBEL)



LOCATION: ZZ,1

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **4 Armored Jeeps**
- **1 Emplaced Grenade Launcher**
- **4 Emplaced Machine Guns**
- **Armory**

This western rebel firebase is very similar to the eastern base with the addition of an extra emplaced machine gun. Just south of this base is a mountain from which snipers and mortar carrying engineers can support the attacks on Blue Firebase 1.

RED MOTOR POOL (REBEL)



LOCATION: A,4

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **2 Super Puma**
- **3 BTRs**
- **5 Armored Jeeps**
- **1 Emplaced Grenade Launcher**
- **4 Emplaced Machine Guns**
- **Armory**

This is where most of the rebel heavy vehicles are located. Use this as the rally spot from which to launch heavy ground attacks. Form your vehicles into a convoy, then drive along the roads to the enemy bases.





RED SUPPLY DEPOT (REBEL)



LOCATION: E,4

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Halo**
- **2 Super Puma**
- **1 BTR**
- **3 Armored Jeeps**
- **1 Emplaced Grenade Launcher**
- **2 Emplaced Machine Guns**
- **Armory**

This base provides a good balance between ground and air vehicles. If Red Firebase 2 falls, this is a good spot from which to mount the counterattack. If you get to the point where you have to defend it, hold it at all costs. Once this base falls, the mission is over.



RED HELIPORT (REBEL)



LOCATION: E,8

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 NBO-105 Machine Gun**
- **1 NBO-105 Rockets**
- **1 Halo**
- **3 Super Pumas**
- **2 Armored Jeeps**
- **Armory**

This is the rebel's main airfield. Here you find lots of helicopters and little or no defenses. Because of the distance to the rest of the objectives on this map, load only armored jeeps into the Halo. This is the best spot to launch a helicopter insertion behind enemy lines so you can then attack the enemy bases from their rear. This base cannot be captured by the enemy.



Mission Strategies



Most of the driving in this mission must be done on the roads.

This mission is set in the jungle with lots of rice paddies, making vehicle movement difficult except on the roads. The numerous mountains also affect ground vehicles as well as helicopters, which must fly either over or around them. Because it's usually a good idea to fly low, go around the mountains. Because of the terrain, the roads are the main source axis of advance for both teams. This creates great opportunities for ambushes using anti-tank rockets as well as satchel charges. Bridges are especially good for these types of attacks because they are chokepoints.



Use the gunship helicopters to attack enemy bases before your main assaults. Concentrate on vehicles and emplaced defenses.



Both sides are in the same predicament. The types of bases and vehicles are similar. Therefore, the same types of tactics can be used. Because the mission begins with a two-base front, where each side must defend two bases against capture, it turns into a one-base front as soon as one of the firebases is captured. The side that captures a firebase first has the advantage. Therefore, instead of mounting a large scale helicopter assault from your heliport, have all of your soldiers spawn at the two firebases—with most all at one. From this firebase, load up the single helicopter and ground vehicles and head for the nearest enemy firebase. The object is to quickly overwhelm the defenders at this firebase and take control of it. This then becomes the front and you no longer need to worry about guarding your two initial firebases. The captured firebase becomes the place you must defend and you can then take your time to mount helicopter assaults and so forth while maintaining a strong defense at your new firebase.



A couple fast attack vehicles are at the old plantation.



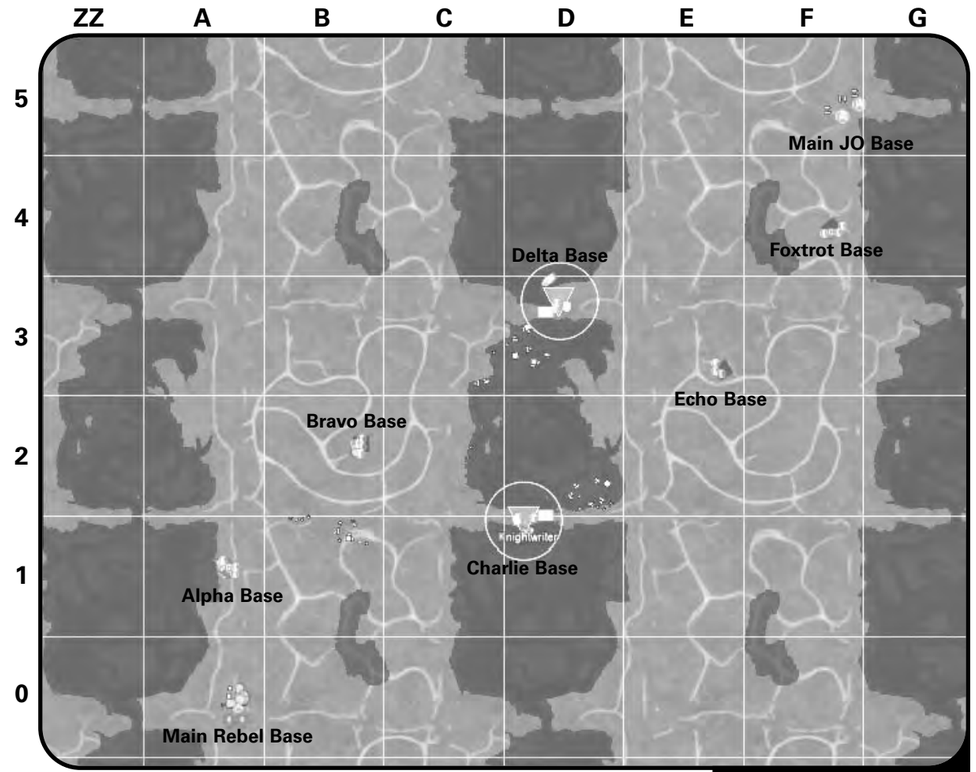
Use the FAVs to harass the enemy.

While the old plantation is not an objective, nor can it be captured, it contains an armory and a couple of fast attack vehicles. Try sending a small group to grab these as soon as possible. Their machine guns can help clear a path for your convoys and their speed makes them tough to target with anti-tank rockets. Use these to harass rear area bases also. Even if you can't capture them, you can destroy the enemy's vehicles and make their lives difficult. In addition, as long as you have the FAVs, the enemy can't use them.



Flooded Village

MISSION TYPES: **AAS**, TD, TKOH



Flood waters have receded from an evacuated village and two prime river bases. Control them to provide a solid foothold for pushing the enemy off the river completely.

Plan your attacks across the wide river, and don't forget the helicopters at the rear camp. Defend your forward bases or you'll be forced into retreat.

The first team to control all six bases wins the river. Capture the nearest enemy base before advancing to the next one. Your attacking forces must outnumber the defending team to capture an enemy base.

Players can spawn at bases controlled by their team, or at a rear camp. Press the letter for one of the bases, or press the spacebar to spawn at the camp.

Briefing

Time: 1630

Visibility: 250–300m

Weather: Cloudy

Camps and Bases

REBEL MAIN BASE (REBEL)



LOCATION: A, 0

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Super Puma**
- **1 BTR**
- **5 Armored Jeeps**
- **Armory**

This is the rebel's main base and the only one where they can get helicopters. In addition, this is the only base with a BTR. Because this base contains most of the rebel vehicles, this is where your main assaults usually begin. This base cannot be captured, so don't worry about defending it.

ALPHA BASE (REBEL)



LOCATION: A, 1

AVAILABLE HERE:

- **2 Armored Jeeps**
- **1 Emplaced Grenade Launcher**
- **3 Emplaced Machine Guns**
- **Armory**

This is one of two forward rebel bases. You usually won't use this base for assaulting because it contains only a couple of vehicles and is far from the neutral bases. However, if the neutral bases fall to the Joint Ops team, use this to help defend Bravo Base and to try to retake the neutral bases.

BRAVO BASE (REBEL)



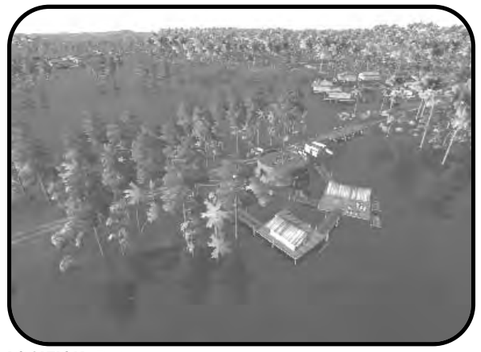
LOCATION: B, 2

AVAILABLE HERE:

- **2 Armored Jeeps**
- **4 Emplaced Machine Guns**
- **Armory**

This is the closest base the rebels have to the neutral bases. With only a couple jeeps, make quick strikes to try to get to bases before the enemy can get there in strength, or to take up positions until reinforcements can arrive. If the enemy captures the neutral bases, then Bravo Base becomes the front and can then be captured. Concentrate your defenses here while going after the neutral bases.

CHARLIE BASE (NEUTRAL)

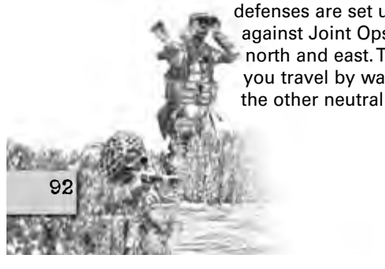


LOCATION: D, 1

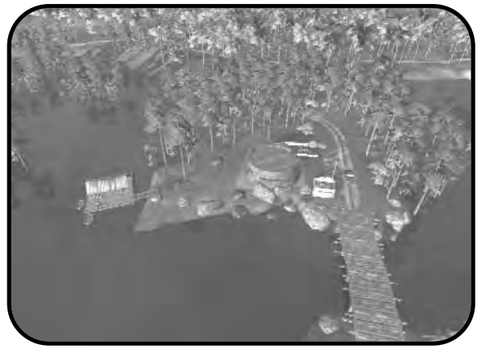
AVAILABLE HERE:

- **2 Zodiacs**
- **1 Armored Jeep**
- **2 Emplaced Machine Guns**
- **Armory**

This neutral base is the closest to the rebels and its defenses are set up to defend against Joint Ops attacks from the north and east. The two Zodiacs let you travel by water and head for the other neutral base.



DELTA BASE (NEUTRAL)



LOCATION: D, 3

AVAILABLE HERE:

- **2 Zodiacs**
- **1 Armored Assault Vehicle**
- **2 Emplaced Machine Guns**
- **Armory**

This neutral base is closest to the Joint Ops team and has its defenses set up to fight off the rebels from the south and west. Because it contains only one ground vehicle, you won't be making any large-scale ground attacks from here. However, if you hold it, you can keep the bridge secure and provide one of two ways to get your ground vehicles across the river safely.

ECHO BASE (JO)





LOCATION: E, 3

AVAILABLE HERE:

- **2 Armored Assault Vehicles**
- **3 Emplaced Machine Guns**
- **Armory**

This is the forward Joint Ops base. From here, make a play for Delta Base. If the rebels take the two neutral bases, then this base becomes the front and you'll need this base to counterattack and try to take them.

FOXTROT BASE (JO)



LOCATION: F, 4

AVAILABLE HERE:

- **2 Armored Assault Vehicles**
- **1 Emplaced Grenade Launcher**
- **4 Emplaced Machine Guns**
- **Armory**

This is the Joint Ops back-up base. Use it to mount quick attacks on the neutral bases and to harass the enemy's actions in the area. Use this base to support Echo Base in case the enemy captures the two neutral bases. You cannot let this base fall. If it does, the game is over.

JOINT OPS MAIN BASE (JO)



LOCATION: F, 5

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Black Hawk**
- **1 Stryker**
- **5 Armored Assault Vehicles**
- **Armory**

Like the rebel main base, this base has the only two helicopters available to the Joint Ops as well as a large force of ground vehicles. Use this base for massive attacks against the enemy, though it takes some time to get your vehicles there due to the condition of the roads and terrain. Because the enemy cannot capture this base, don't waste soldiers here on defense.

Mission Strategies



Helicopters are the quickest way around the map. However, it can be tough to find a place to land.

This map is quite interesting. A large river divides the map and ground vehicles can cross only at one of two bridges. Each of these bridges is adjacent to a neutral base. Therefore, to advance to the enemy bases on the opposite side of the river, you must first control both neutral bases. The front at the beginning of this map is the two neutral bases and it remains so until one team controls both neutral bases. When this happens, the front changes to the enemy base and neutral base that are closest to one another. For example, if the rebels take both neutral bases, the front becomes Delta and Echo Bases.



The Zodiacs can speed down the river between the neutral bases.



Control the neutral bases and you also control the bridges across the river.



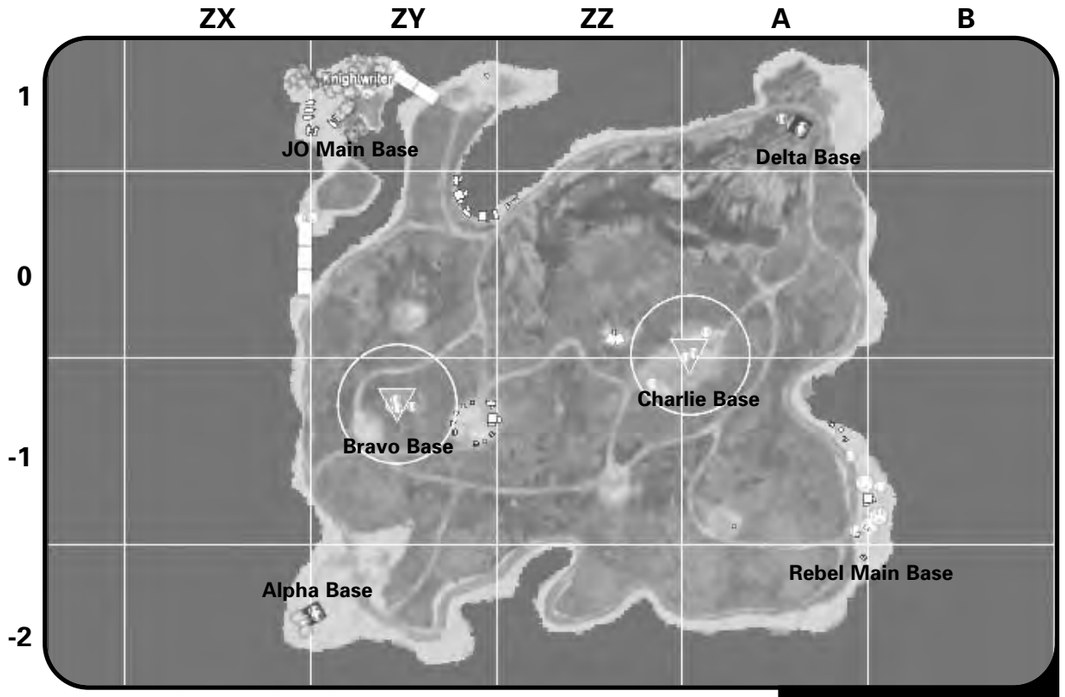
Once you have taken a neutral base (or are in the process), use the Zodiacs to race down the river to the other neutral base. However, because the rest of the bases are away from the main river, the boats won't do you much good in capturing them. Take both neutral bases at the same time. Send two ground vehicles from the forward base to the closest neutral base. Then send a couple helicopters full of troops from your main base to the farthest neutral base. With both bridges under your control, bring a large convoy of vehicles from your main base, cross the river, and begin attacking the enemy's bases to win the mission.

The terrain can make movement difficult. In addition to the river barrier, the ground is covered with trees, sometimes growing right in the middle of a road. Off the roads the terrain can be rough with hills and ridges, so just stay on the winding roads. Don't forget that the BTR and Stryker are amphibious. They can cross the river at any place and can even sail down the main river. When going for the enemy's final base to win, take your BTR or Stryker down the side river behind the enemy base. They probably won't be expecting an attack from this direction.



Dormant Volcano Isle

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 1500

Visibility: 700m

Weather: Light Clouds

Even in a nation of islands, Pulau Raya is exceptional. The island's dormant volcano is one of the most famous geological features of Southeast Asia. Both rebel and JO forces have set up camp and taken control of outlying bases. It's a contest to conquer the center, and ultimately drive the opponent completely off the island.

The island is small, but full of geographical intricacies. At the island's contested center is a glen. To the south a small jungle pushes up against the beach, while the island's northern half rises up in anticipation of the volcano. When defending the center, forces need to place themselves along the rim of the valley; otherwise they will be relentlessly assailed by troops with the high-ground advantage.

When assaulting an enemy encampment, the size of your fireteam is significant. A larger force is not only more likely to overwhelm the enemy; it can take control of the base more quickly. The more teammates inside the base's zone, the faster you can take down the enemy's encampment and set up your own.

Camps and Bases

JOINT OPERATIONS MAIN BASE (JO)

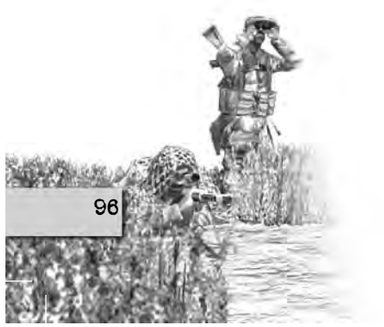


LOCATION: ZY,1

AVAILABLE HERE:

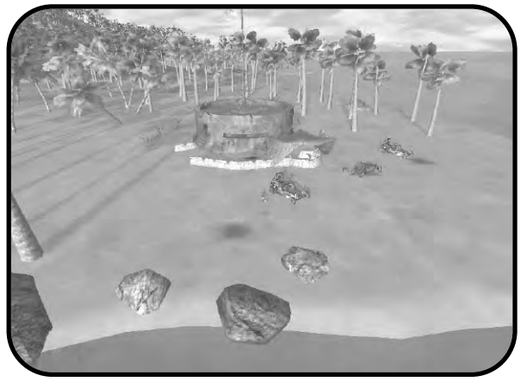
- **3 Little Bird Slicks**
- **8 Fast Attack Vehicles**
- **4 Trucks**
- **8 Zodiacs**
- **2 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

The main Joint Operations base is on a small island in the map's northwestern corner. It's connected to the main island by a couple of bridges. Here the Joint Ops team can access fast attack vehicles and helicopters. Because this base cannot be captured, don't worry about defending it. However, because most of the vehicles are here, this is a good place to spawn.





ALPHA BASE (JO)



LOCATION: ZX,-2

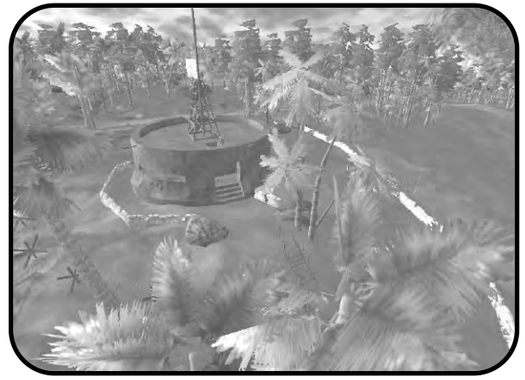
AVAILABLE HERE:

- **2 Fast Attack Vehicles**
- **3 Emplaced Machine Guns**
- **Armory**

On the main island's southwest coast, Alpha Base consists of a bunker on a beach. This is the Joint Ops team's last line of defense, so don't let the rebels capture it or the mission will be over. However, they have to capture the two neutral bases first. From here, it's a short and fairly direct drive to Bravo Base. Also, while it's a bit farther away from Charlie Base than the rebels are, it's another direct route to this other neutral base, allowing troops from Alpha to at least hinder the rebels and prevent them from capturing Charlie Base until reinforcements arrive.



BRAVO BASE (NEUTRAL)



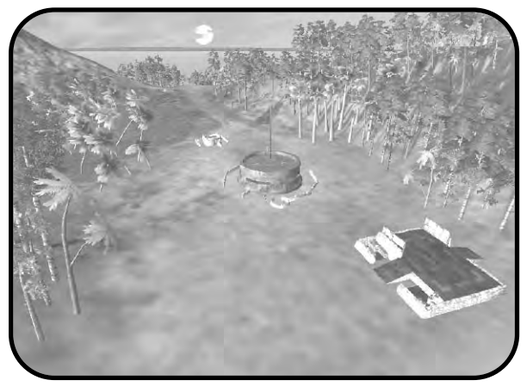
LOCATION: ZY,-1

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **Armory**

Bravo Base is the neutral base closest to the Joint Ops team. Therefore, they almost always capture this base within the first few minutes. This base is just a bunker overlooking a small village in a valley below. While this base does not have any vehicles initially, a couple of fast attack vehicles spawn shortly after the Joint Ops team takes control of it.

CHARLIE BASE (NEUTRAL)



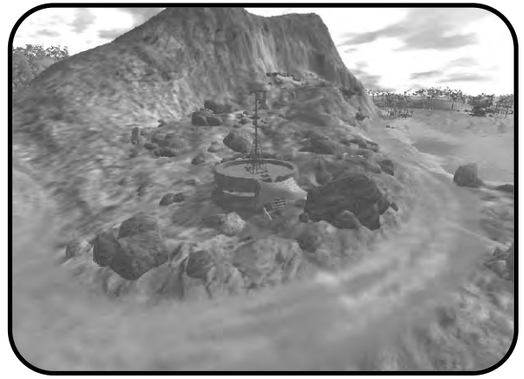
LOCATION: A,0

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

Like Bravo Base, this base is essentially a bunker as well. However, it has a nearby helipad without a helicopter. This neutral base is closest to the rebels, so they often take it early. However, a quick Joint Ops team could fly in several troops and make the rebel assault much more difficult. Though there are no vehicles at this base initially, a couple of fast attack vehicles spawn after the Joint Ops team takes over.

DELTA BASE (REBEL)



LOCATION: A,1

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **Armory**

Bases do not get much more bare bones than Delta. This is a bunker with some machine guns, and no vehicles at all. Therefore, rebels should not spawn here unless it must be defended. This base is in the island's northeast corner, at the base of the tall volcanic mountain range. While the terrain is rocky around the base, a road runs right past it, within its zone of control.

REBEL MAIN BASE (REBEL)



LOCATION: B,-1

AVAILABLE HERE:

- **9 Zodiacs**
- **2 Trucks**
- **7 Armored Jeeps**
- **3 Emplaced Machine Guns**
- **Armory**

If you are playing as the rebels, spawn at this base. In the map's southeastern corner, this base has lots of ground vehicles and even more boats. This base cannot be captured, so there's no reason to defend it. Unlike the Joint Ops main base, this base lacks helicopters.



Mission Strategies



The Joint Ops fast attack vehicles can get to the neutral bases within minutes of the mission's start.

This map is fairly small compared to others in the game. While the main bases have lots of vehicles, they are all light. Only the Joint Ops team has helicopters. While this gives them an advantage in mobility, the island's small scale and the lack of helicopter-mounted weapons make armored jeeps more useful in most circumstances.



If you do not have the manpower to take a base directly, stay back and pick off the enemy until reinforcements arrive. Assaulting will only get you killed.

The objective is for the two teams to try to control the two neutral bases. Once a team has both neutral bases, just capture the final enemy base to win the mission. While there are two neutral bases, they must be taken in order by each team. The Joint Ops team must take Bravo before Charlie, while the rebels have to take Charlie first.



A rebel sabotage team heads for the Joint Ops main base with a load of satchel charges.

It's a good tactic to hit both bases at the same time. Then, as soon as your team's first neutral base is captured, you already have troops in position to begin the conquest of the second neutral base. The Joint Ops helicopters can come in handy for carrying troops to Charlie Base while the troops in ground vehicles secure Bravo Base before continuing to Charlie to help out the helicopter-borne troops.

TIP

The Joint Ops team can use a helicopter to drop off a sniper on the top of the high mountain range. From here, he can engage targets at the two neutral bases as well as Delta base.



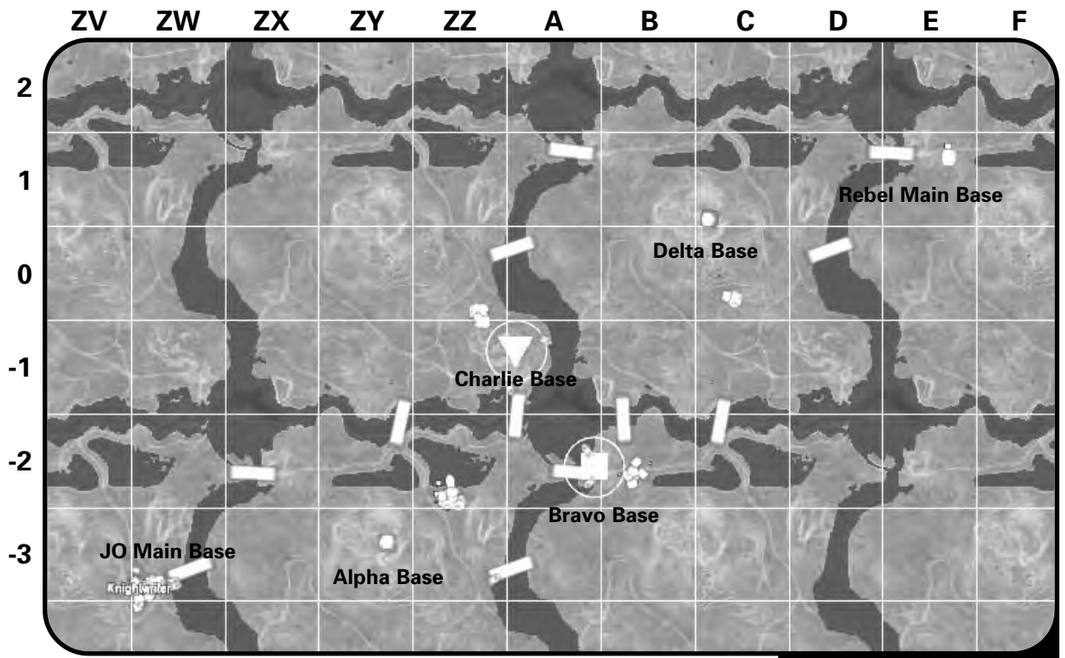
A good helicopter pilot can put a Little Bird down on the road next to Delta Base and drop off a load of troops to assault before the enemy has time to regroup.

The Zodiacs don't really come into play until the assault on the last base, because the two neutral bases are in the middle of the island. However, Alpha and Delta bases are right next to the water. Also, the rebels might try sailing around the island to the Joint Ops main base and silently placing satchel charges on the Joint Ops helicopters and vehicles, waiting to detonate them when the enemy climbs aboard.



Pandang River Basin

MISSION TYPES: **AAS**, TD, TKOH



This once bountiful basin, drained by a single river, has been hotly contested by local factions for centuries. Still, these lowlands have never seen such an awesome deployment of force as they will today.

The objectives sit on low-lying hilltops, making them vulnerable to enemy fire from all angles. In this type of scenario, the best defense is a good offense. After a successful assault, continue moving forward into enemy terrain, routing them.

On the right side of your HUD, red and blue boxes indicate the status of all bases currently vulnerable to takeover. If one of your team's bases starts to flash, that base is being taken over by the opposing force. Fortifying that base is your number one priority.

Briefing

Time: 1600

Visibility: 500m

Weather: Partly Cloudy



Camps and Bases

JOINT OPERATIONS MAIN BASE (JO)



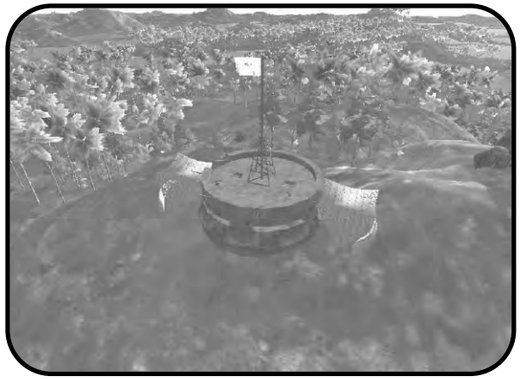
LOCATION: ZW,-3

AVAILABLE HERE:

- **2 Little Bird Slicks**
- **1 Little Bird Machine Gun**
- **1 Chinook**
- **2 Strykers**
- **1 Truck**
- **3 Armored Assault Vehicles**
- **2 Amphibious ATVs**
- **4 Zodiacs**
- **1 Emplaced Machine Gun**
- **Armory**

The main Joint Ops base has plenty of vehicles with which to assault the enemy. The Zodiacs can get you to the enemy quickly, because rivers go pretty much everywhere on this map. Don't forget to use your Strykers. While you can send them down the river, you can also load one, along with an armored assault vehicle, aboard the Chinook. Then send it along with the Little Birds for a helicopter assault. This is the quickest way to get to the enemy. Because the enemy cannot capture this base, don't worry about defending it.

ALPHA BASE (JO)



LOCATION: ZY,-3

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**
- **1 Little Bird Slick**
- **1 Stryker**
- **2 Amphibious ATVs**
- **1 Truck**
- **1 Zodiac**

Alpha Base consists of a lone bunker on a hill. The vehicles are in a nearby village at grid ZZ,-2. This is not a bad spot to begin a small assault against Charlie Base.

BRAVO BASE (JO)



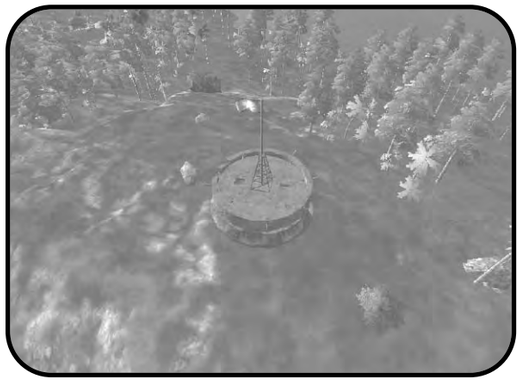
LOCATION: A,-2

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**
- **2 Zodiacs**
- **3 Armored Assault Vehicles**
- **2 Amphibious ATVs**
- **1 Truck**

Like all of the bunker bases, Bravo does not contain any vehicles. Instead, they are in a small village at grid B,-2. This is the Joint Ops front-line base, so be sure to keep enough troops here to defend it. Stingers and AT-4s are needed to take out enemy vehicles.

CHARLIE BASE (REBEL)



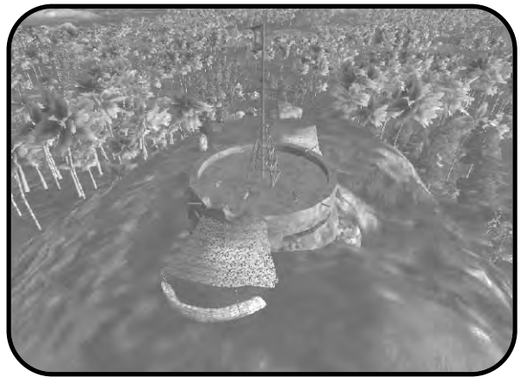
LOCATION: A,-1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**
- **2 Zodiacs**
- **3 Armored Jeeps**
- **2 Amphibious ATVs**
- **1 Truck**

This is the rebel forward base, so be sure to defend it. The vehicles are in a village at grid ZZ,0. This bunker has a great river vantage, so be ready to take out whatever the enemy sends your way.

DELTA BASE (REBEL)



LOCATION: C,1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**
- **1 Zodiac**
- **1 NBO 105 Slick**
- **2 Amphibious ATVs**
- **1 Truck**

This base is a bit off the beaten path. There's not much here to use for an assault, so consider this a fallback in case Charlie Base falls to the enemy. Find vehicles at grid C,0.

REBEL MAIN BASE (REBEL)



LOCATION: E,1

AVAILABLE HERE:

- **2 NBO-105 Slicks**
- **1 NBO-105 Machine Gun**
- **1 Halo**
- **2 BTRs**
- **4 Armored Jeeps**
- **1 Amphibious ATV**
- **1 Truck**
- **4 Zodiacs**
- **4 Emplaced Machine Guns**
- **Armory**

This base has all you need for some serious assaulting. Fly your force, including the BTRs, in by air or head down the river in the Zodiacs for a quick assault.

Mission Strategies



Use your heavy helicopters to ferry vehicles across the map.

Unlike many of the other missions, unless you spawn at the main base for your team, you have to hoof it to a village to find a vehicle. Your large assaults usually come from your main base, because it has the most vehicles. The heavy helicopters can carry a Stryker or BTR and usually another vehicle as well. Fly them across the river, then drop them off behind enemy lines and attack the enemy bases from the rear. The enemy usually won't expect this.





The Stryker and BTR can maneuver in the water.

Another tactic is to assault by the river. The Stryker and BTR are both amphibious and can slowly sail down the river or cross it at any point. Along with a few Zodiac loads of troops, you can insert an assault team with support within a short distance of the enemy bases.



Bridges are good spots for ambushes.

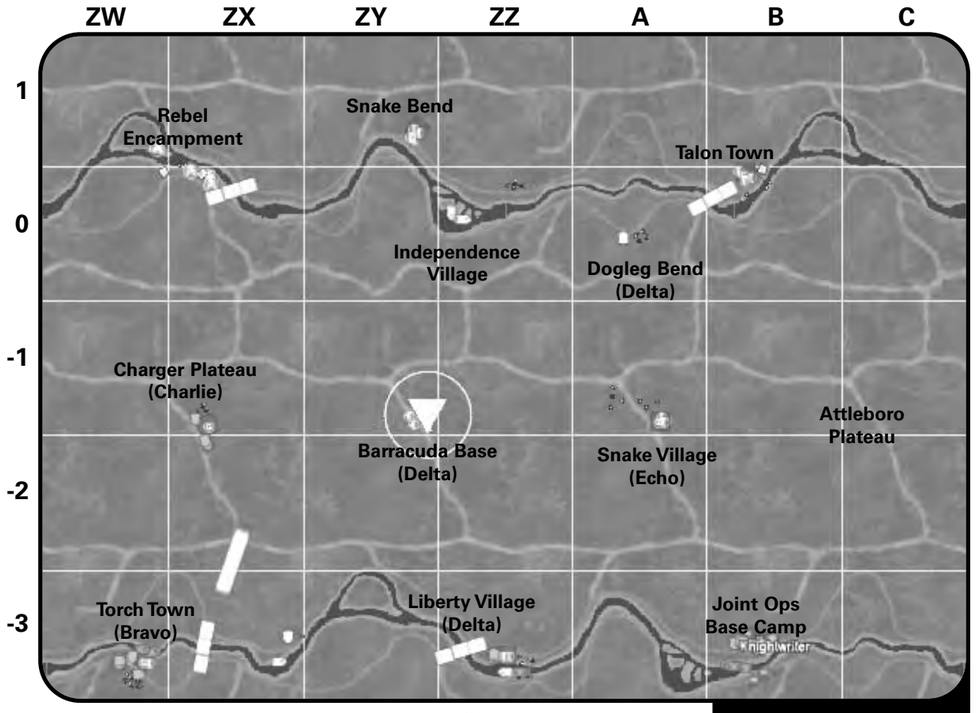
Because the bridges over the river are major choke-points, place satchel charges on them when defending and wait for the enemies to try to cross. When their vehicle is over your satchel charge, detonate it and take out the vehicle and everyone inside.



A Stryker attacks an enemy base from its unsuspecting rear.

Two Dragons Gorge

MISSION TYPES: **AAS**, TD, TKOH



Two gorges, one controlled by rebels, the other by Joint Operations forces, are separated by a rolling plateau. Control the plateau, and your team is poised to descend into the enemy gorge and wreak havoc upon their cache of vehicles and munitions.

This territory requires a bipartite strategy. First, gain control of the plateau with traditional tactics and overwhelming force. Then, when mounting an offensive against the enemy gorge, use the terrain to your advantage—sniping, firing mortars, and oppressing the enemy with mounted weapons fire from the high ground.

When choosing your weapons loadout, pay attention to your weight, displayed at the bottom of the armory menu. The more you weigh, the slower you run. If you're planning to stick and move, make sure you can run faster than the soldiers who'll be chasing you. As you use ammunition your weight is accordingly reduced, so if you need to get out of someplace in a hurry, dump your flash-bangs, grenades, and other unnecessary munitions.

Briefing

Time: 1500

Visibility: 650-700m

Weather: Clear

Camps and Bases

JOINT OPERATIONS BASE CAMP (JO)



LOCATION: B,-3

AVAILABLE HERE:

- **2 Little Bird Slicks**
- **1 Black Hawk**
- **4 Armored Attack Vehicles**
- **2 Strykers**
- **4 Zodiacs**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the Joint Operations team main base. It's also the only Joint Ops base with helicopters. Therefore, all air assaults originate from here. This base also has a considerable force of ground vehicles, including the two Strykers. Use these to mount a ground attack against the rebel base at East Village. You won't need the boats unless the enemy takes one of your bases on the south river. Because the enemy cannot capture this base, there's no need to defend it.

LIBERTY VILLAGE (JO)

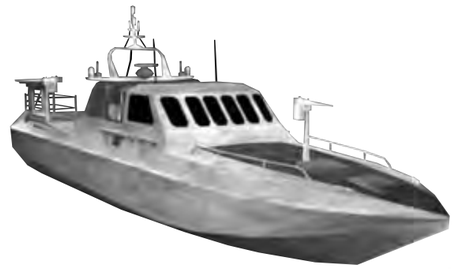


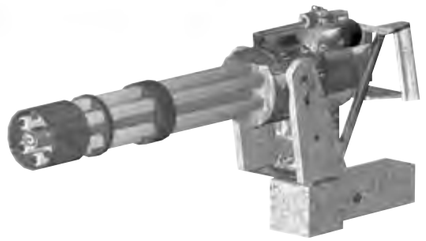
LOCATION: ZZ,-3

AVAILABLE HERE:

- **3 Armored Attack Vehicles**
- **3 Zodiacs**
- **4 Emplaced Machine Guns**
- **Armory**

This base does not have a lot that you really need. While it does offer three armored attack vehicles that you could use for going after Central Town, the other two Joint Ops bases in the west are better situated for this. Therefore, unless you really need the vehicles here or are trying to retake SW River Town, spawn somewhere else. If this base is ever captured by the enemy, the mission is over.





TORCH TOWN (JO)

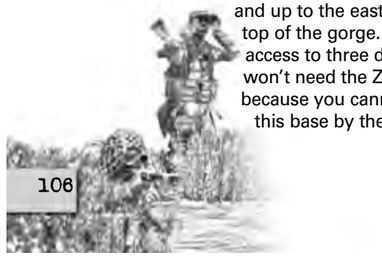


LOCATION: ZW,-3

AVAILABLE HERE:

- **3 Armored Attack Vehicles**
- **2 Strykers**
- **2 Zodiacs**
- **4 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This base has a good number of vehicles, and makes a great staging area for a ground assault on Central Town. From here, send your convoy up the bridges to the east and up to the east-west road at the top of the gorge. This road provides access to three different bases. You won't need the Zodiacs here because you cannot advance from this base by the river, only fall back.



CHARGER PLATEAU (JO)



LOCATION: ZX,1

AVAILABLE HERE:

- **3 Armored Attack Vehicles**
- **3 Wmplace Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

While there is not much to this Joint Ops base, it is probably one of the most important in the mission's first minutes. It's the closest base to Central Town, and those two armored assault vehicles can get there quicker than the helicopters from the Joint Ops base. Be sure to have enough troops spawn here initially to fill up the two vehicles and take Central Town.

BARRACUDA BASE (NEUTRAL)





LOCATION: ZY,-1

AVAILABLE HERE:

- **8 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the only neutral base on the map, and both sides rush for it at the mission's start. While it lacks vehicles, it serves as the staging area for attacks on the rest of the enemy bases. The grenade launchers on the bunker's roof cover both the northern and southern approaches to this base and are very effective at breaking up enemy attacks by ground.

SANKE VILLAGE (REBEL)



LOCATION: A,-1

AVAILABLE HERE:

- **3 Armored Jeeps**
- **4 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This is the closest rebel base to Central Town and an important early staging area. However, once the rebels capture Central Town, this base loses almost all importance because it's so far from the next fights.

TALON TOWN (REBEL)



LOCATION: B,0

AVAILABLE HERE:

- **2 Zodiacs**
- **2 BTRs**
- **3 Armored Jeeps**
- **3 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This base is a great place to stage a ground assault. With the BTRs and armored jeeps, the rebels can put together a strong convoy to go after the Joint Ops bases to the south. If the enemy captures East Village, then the rebels should make a stand here. The river provides a barrier; booby trap the bridge with satchel charges to take out any vehicles trying to cross.



SNAKE BEND (REBEL)



LOCATION: ZY,1

AVAILABLE HERE:

- **2 Zodiacs**
- **3 Armored Jeeps**
- **6 Emplaced Machine Guns**
- **Armory**

This is the final rebel base that you can capture, and you must hold onto it at all costs. However, unless you are using it to retake Foxtrot base or are defending here, spawn somewhere else.

REBEL ENCAMPMENT (REBEL)



LOCATION: B,-1

AVAILABLE HERE:

- **2 NBO-105 Slicks**
- **1 Super Puma**
- **4 Zodiacs**
- **2 BTRs**
- **4 Armored Jeeps**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the only rebel base with helicopters, and it has enough ground vehicles to make a serious ground assault against the enemy to the south. All of the rebel air assaults stage here. You cannot capture it, so don't waste men guarding it.

Mission Strategies



Drive like crazy from a central base to Central Town.



The grenade launcher on the bunker's roof helps you hold this base.



Mortars have enough range to reach Central Town from each of the central bases held by the two sides.

This is a very interesting map. There are three rows of bases. The rebels hold the bases across the north while the Joint Ops have the bases in the south. The three bases in the center consist of one neutral and one for each of the two sides. Seizing the initiative immediately can win you the game. The key is to take and hold Central Town before the enemy can get it. The following strategy works for either side.

The quickest way to get there is by ground vehicle from one of the central bases. While neither side has a lot of firepower at these bases, the key is to get there the firstest and then worry about the mostest. Load up the vehicles and drive as fast as you can.

To help support this attack, have a couple of engineers fire mortars toward Central Town. They have just enough range to cover the road to the north and south of the town from the bunker's rooftop. Fire your four rounds, then hurry down the ladder to the armory to reload before firing off another four rounds. This works well even after your troops get to the base and help them hold it until more support arrives.

TIP

Make sure the vehicles headed for Central Town have an engineer or two with Stingers. Once you control the bunker, you want to be able to shoot down approaching enemy helicopters before they can unload.



Helicopters allow a quick, direct route to your objective instead of having to follow the often-winding roads.

While the troops at the central base are driving like crazy for Central Town, the troops at the main base should load up the three helicopters and then fly toward Central Town. The sheer numbers help you take control of Central Town much quicker. Then send them to assault the enemy's central base. Meanwhile, send a large ground convoy from the main base toward the enemy's central base. By the time it arrives, hopefully Central Town is under your control and the enemy's base is not available for capture. Bring the helicopter troops to help, but don't forget to hold Central Town.

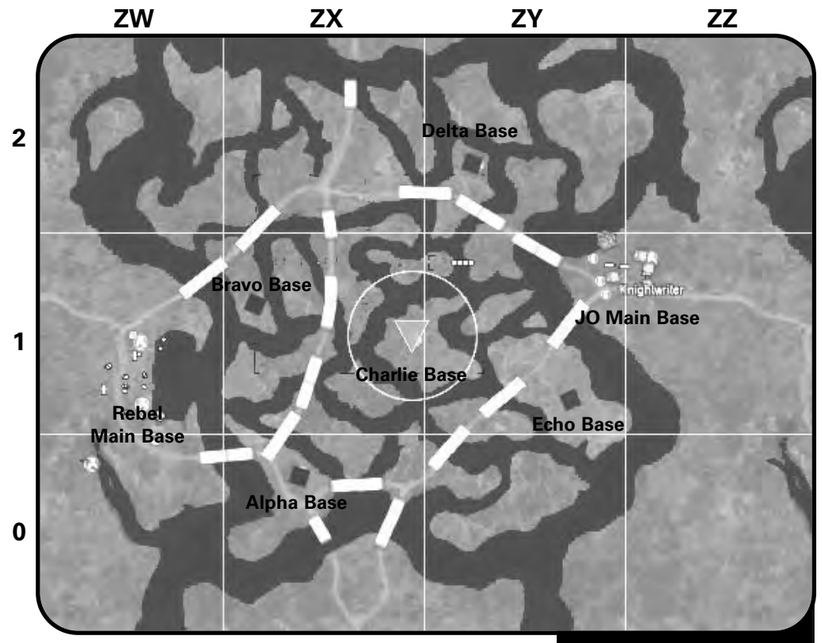


The Zodiacs finally come in handy while assaulting the final enemy base.

Once your team holds all the central bases, head down into the enemy's gorge and take the first base on the river. Use ground and aerial vehicles as well as mortars to bombard their position from atop the ridges overlooking the river. Once you have the first river base, use the Zodiacs and ground vehicles to race to the final enemy base and capture it to win the mission.

Tobo Wetlands

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 0530

Visibility: 200m

Weather: Foggy

This soggy and sweltering swamp is a no man's land between two fertile valleys. The side which can capture all five bunkers will wrest control of the swamp, enabling them to continue the fight into the enemy's territory.

A pitched battle in such wet and lush terrain accommodates multiple styles of combat, but running headlong into enemy territory is not one of them. Play the terrain, utilizing hills, trees, and rocks for cover. Coordinated attacks from unexpected directions are tremendously effective, but knowing when to cut back and defend a beleaguered base is most important of all.



On the right side of your HUD, red and blue boxes indicate the status of all bases currently vulnerable to takeover. If one of your team's bases starts to flash, that base is being taken over by the opposing force. Fortifying that base is your number one priority.

Camps and Bases

REBEL MAIN BASE (REBEL)



LOCATION: ZW,1

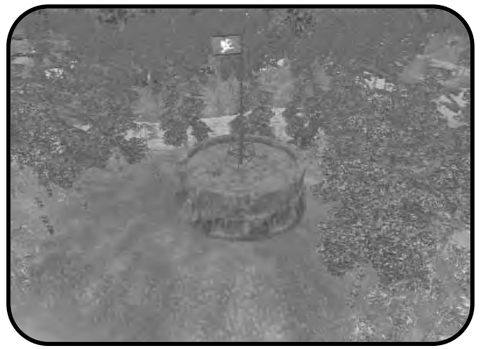
AVAILABLE HERE:

- **2 Armored Jeeps**
- **3 Amphibious ATVs**
- **6 Zodiacs**
- **Armory**

This is the only rebel base containing vehicles. So unless you must defend a base, spawn here so you have transportation. Unfortunately, you don't have any helicopters. They would not be very effective anyway, due to the jungle and the fight's fast pace. However, because this base cannot be captured, don't worry about defending it. Just cover the roads that lead into this base and the rivers out in front.



ALPHA BASE (REBEL)



LOCATION: ZX,0

AVAILABLE HERE:

- **Armory**

This base is nothing more than a bunker. It's also the rebel's last line of defense. If the Joint Ops team takes this objective, the mission is over.

BRAVO BASE (REBEL)



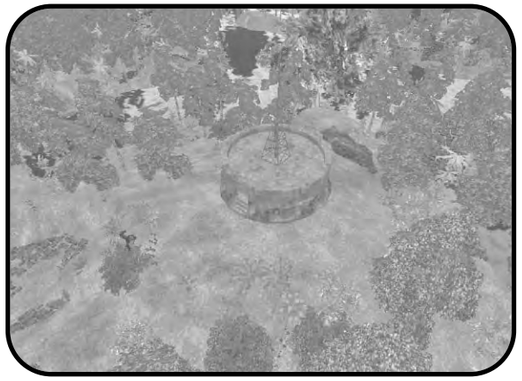
LOCATION: ZX,1

AVAILABLE HERE:

- **Armory**

This is the rebel's forward bunker. Do not let the Joint Ops capture it or you will have to fall back to Alpha Base. The bunker here can be accessed either by land or water.

CHARLIE BASE (NEUTRAL)



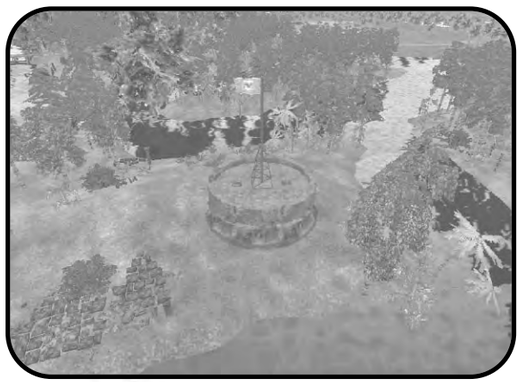
LOCATION: ZX,1

AVAILABLE HERE:

- **Armory**

This lone bunker in the middle of the island is the only neutral base, and both sides rush toward it at the mission's start. Because no bridges lead to this island, you have to come by boat.

DELTA BASE (JO)



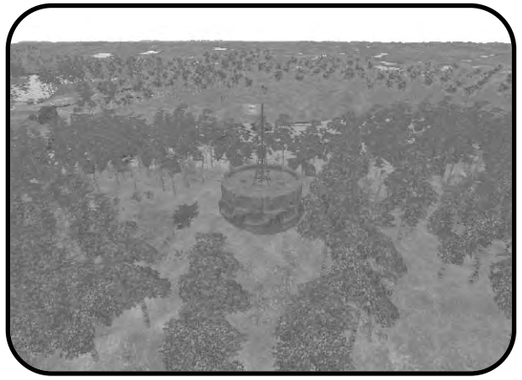
LOCATION: ZY,2

AVAILABLE HERE:

- **Armory**

This is the Joint Ops forward base. All this base contains is a bunker. There is not even an emplaced gun. However, hold it if the enemy captures Charlie Base, because they will come here next.

ECHO BASE (JO)



LOCATION: ZY,1

AVAILABLE HERE:

- **Armory**

This is the Joint Ops team's other forward base. However, rebels cannot capture it until they take Delta Base. If necessary, bring armored assault vehicles and amphibious ATVs to help defend this base.

JOINT OPERATIONS MAIN BASE (JO)





LOCATION: ZZ,1

AVAILABLE HERE:

- **6 Zodiacs**
- **2 Armored Assault Vehicles**
- **4 Amphibious ATVs**
- **3 Emplaced Machine Guns**
- **Armory**

As with the rebel main base, almost all of your assaults initiate from here. It's the only Joint Ops base with any vehicles. Whether you are traveling by boat or ground, start here if you are on the Joint Ops team.

Mission Strategies



Each Zodiac has a .50 cal machine gun on its bow. Use these to engage enemy boats and any opposing troops near the shore.

This is another linear advance and secure mission with a single neutral base in the middle. Each team must try to capture the neutral base first, followed by the other two enemy bases. Charlie Base is in the middle of the map and is accessible only by water. Therefore, right at the beginning, load up as many Zodiacs as possible and head for Charlie Base. Take the bunker and hold it.



Drive across the swamp using the numerous bridges.

TIP

When defending one of the bases, remember to bring along all the supplies you need. The bunkers at these bases lack both vehicles and weapons.

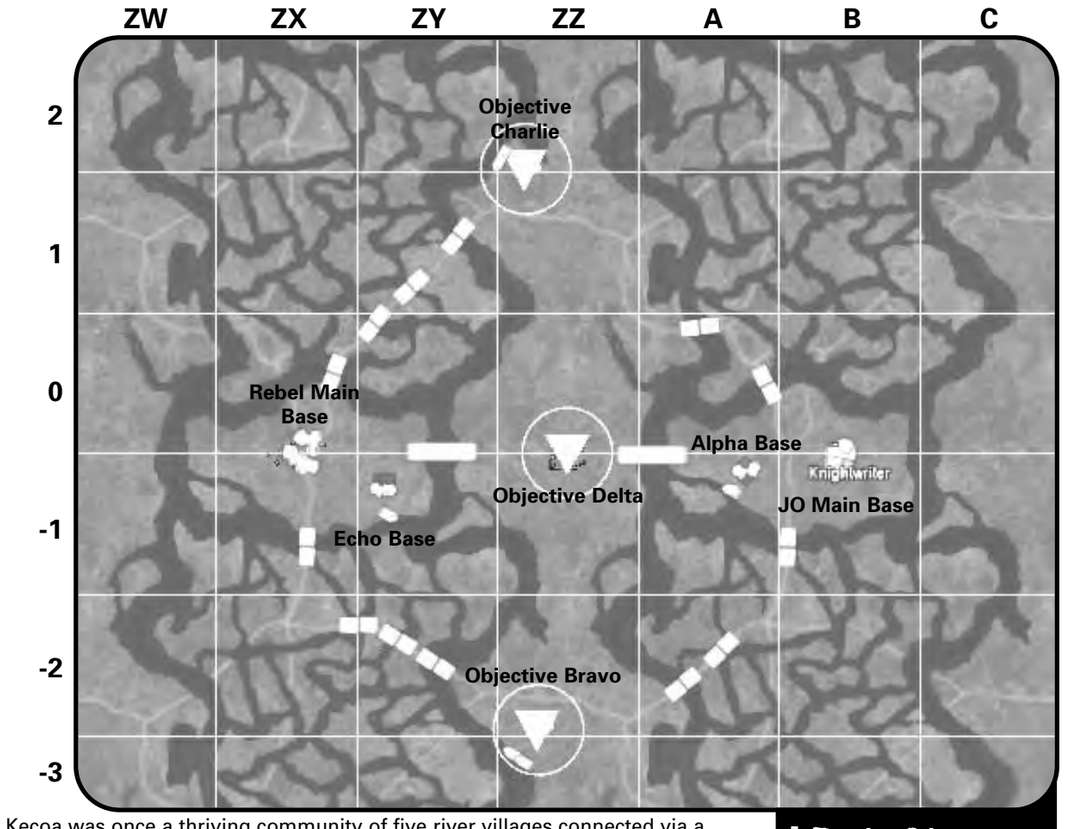


Charge that bunker!

The second phase of the mission is to capture the other enemy bases. Access each of these by ground vehicles using bridges to cross the swamps, as well as by boat. While your Zodiac troops head for Charlie Base, send in the armored jeeps or assault vehicles to begin assaulting the enemy's first bunker. Use lots of mortars. Due to the short ranges between the bases, you can position mortars near armories for rapid firing action. Their bombardments can wreak havoc on enemy defenses.

Kecoa Crossroads

MISSION TYPES: **AAS**, TD, TKOH



Kecoa was once a thriving community of five river villages connected via a network of bridges. When the locals realized that they were directly between opposing armies, they left behind a valuable outpost that both sides are ready to fight for.

Briefing

Time: 1500

Visibility: 400m

Weather: Clear

It's easy to focus on the area's central fortification, but you're better off attacking the belt of bunkers around it. The outer bases are easier to win, easier to defend, and better for staging further assaults.



Your flashbang is invaluable when clearing bunkers controlled by the opposing force. Press [4] to equip it, and toss it just like a grenade. With practice, you can get it into bases from a distance. Once you've thrown it, wait for it to go off, and then take advantage of your stunned foe.

Camps and Bases

JOINT OPS MAIN BASE (JO)



LOCATION: B,-1

AVAILABLE HERE:

- **2 Strykers**
- **3 Armored Attack Vehicles**
- **4 Amphibious ATVs**
- **2 Fast Attack Vehicles**
- **4 Emplaced Machine Guns**
- **Armory**

The Joint Ops main base contains the vast majority of this team's ground vehicles. With no helicopters in this mission, you have to drive to the objectives. Because the first part of the mission is a mad rush to control the three neutral bases, the Joint Ops team should all spawn at this base and load up the vehicles for the drive to victory. Because this base cannot be captured, don't leave anyone behind to guard it.





ALPHA BASE (JO)



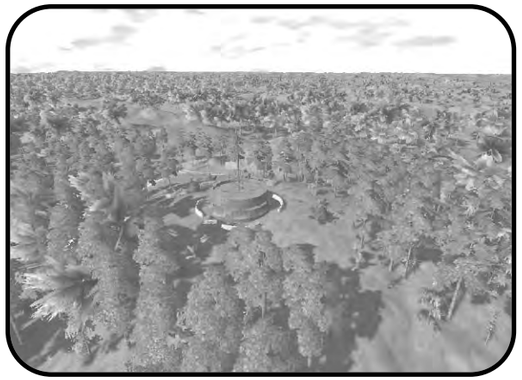
LOCATION: A,-1

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **2 Zodiacs**
- **Armory**

This Joint Ops forward base offers little except a bunker and a few vehicles. The amphibious ATVs may come in handy if you need to retake objective Delta from the rebels. For the Joint Ops team, the Zodiacs are not as useful because objectives Bravo and Charlie are not near the eastern waterways. If the rebels manage to capture all three objectives, Joint Ops must defend this base to the end or the mission will end in a rebel victory.

OBJECTIVE BRAVO (NEUTRAL)



LOCATION: ZZ,-2

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **2 Zodiacs**
- **Armory**

This is the southernmost of the three objectives. It's similar to the forward bases in that it includes a bunker and a few vehicles. The best way to capture this base is to take some fast vehicles from the main bases and drive across the southern bridges.

OBJECTIVE CHARLIE (NEUTRAL)



LOCATION: ZZ,2

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **2 Zodiacs**
- **Armory**

The northernmost of the three objectives is a bunker with a few vehicles. The quickest way to capture it is to load up a vehicle at the main base and drive along the northern bridges to this position. This base contains no emplaced weapons, so you have to bring your own firepower.

OBJECTIVE DELTA (NEUTRAL)



LOCATION: ZZ,0

AVAILABLE HERE:

- **2 Armored Attack Vehicles**
- **Armory**

The central objective is in the middle of the map. Roads and bridges from the main bases lead directly to this objective, as do roads from each of the other two objectives, making this a crossroads. The two vehicles here do not spawn until one side takes control. Unlike the other two objectives, this one does not contain a bunker. Instead, Delta is essentially a walled compound with open gates in each of the cardinal directions. Position riflemen with anti-tank rockets on the walls to engage any approaching enemy vehicles.

ECHO BASE (REBEL)



LOCATION: ZY,1

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **2 Zodiacs**
- **Armory**

The rebels' forward base consists of a bunker and a few vehicles. This base does not really become important unless the Joint Ops team captures all three objectives. Then the rebels must defend this base or lose the mission. If you must defend it, make sure you have some gunners as well as riflemen equipped with anti-tank rockets. This bunker does not possess any defenses of its own. Use vehicles from the main base to help engage the attackers.



REBEL MAIN BASE (REBEL)



LOCATION: ZY,-1

AVAILABLE HERE:

- **2 BTRs**
- **4 Armored Jeeps**
- **4 Amphibious ATVs**
- **3 Emplaced Machine Guns**
- **Armory**

The rebel's main base contains most of their vehicles—especially the good ones. From here, you can send an attack force to any of the three objectives. All rebels should begin the mission here. Because the enemy cannot capture this base, do not worry about defending it. Your soldiers are better off on the attack.

Mission Strategies



The Joint Ops fast attack vehicles can get this team to the objectives faster than the rebels, but you have to keep the pedal to the metal the entire way.

This mission is different than the others you've played. This time each side has a single base in addition to their main base, and three neutral objectives that can be captured in any order. After you capture all three objectives, you can go after the enemy's forward base to win the mission.

At the start of the mission, the key is to grab as many of the objectives as you can. The best strategy is to divide your force and go after all three simultaneously. This usually allows you to capture two of the objectives and delay the enemy on the third because they cannot be stronger than you everywhere. Capture the bases first, because once you control them, your troops can spawn there and help defend.



The amphibious ATVs are the slowest of the ground vehicles. However, their small size and ability to move across the streams and rivers allows you to attack the enemy from unexpected directions and avoid ambushes at the bridges.

The objectives can be tough to defend because none have emplaced weapons and they often can be attacked from different directions. Once you have an objective, do your best to hold it while trying to take control of the others. Never leave an objective defenseless or with insufficient defenses because it is easier to hold them than retake them.

Once you have all three objectives, go after the enemy's forward base to win the mission. However, while you have only one target, the enemy has only one base to defend—you have three. Therefore, while defending the one base, the enemy can try to attack any of the three objectives you control. If one of those is taken, their forward base is out of play until you have all of the objectives again.





Because most vehicles have to cross at the bridges, set up ambushes here.

If the enemy takes all three objectives, you have to hold your forward base. Keep lots of firepower here. Meanwhile, send an attack force to take either objective Bravo or Charlie. Doing this secures your forward base. Then you can make a two-pronged attack on Delta from the objective you just captured and your forward base. Continue on with the above strategy until you capture the enemy's forward base.

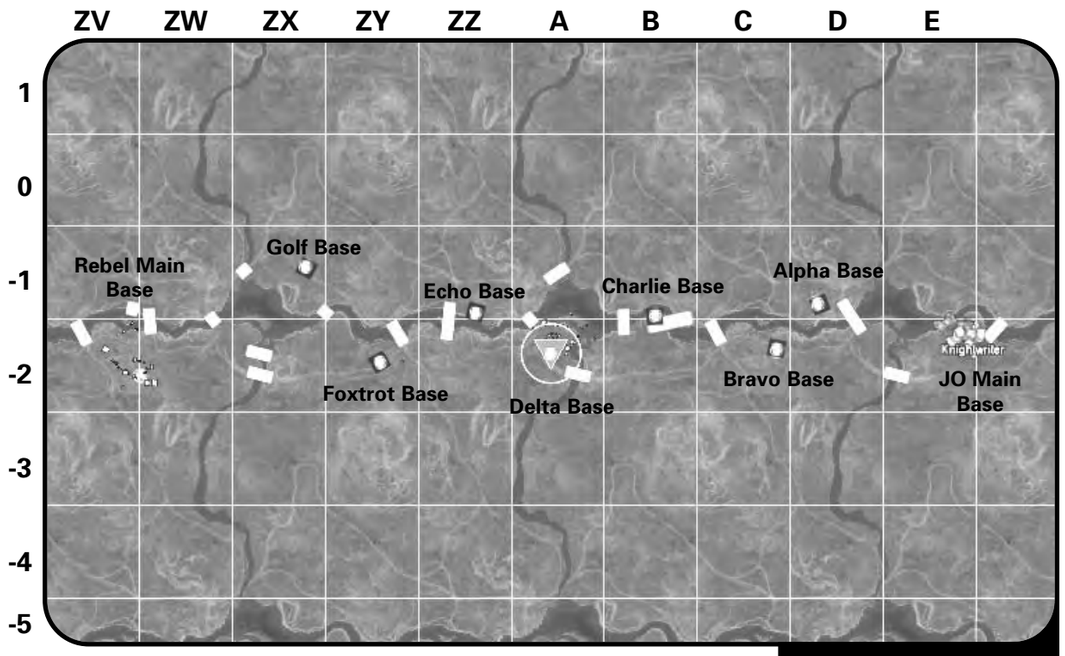
TIP

Try using mortars to bombard the enemy's positions. From each of the objectives, you can target the bridges that serve as chokepoints for vehicles. These bridges also make great places for ambushes, so bring along some satchel charges.



Karo Highlands

MISSION TYPES: **AAS**, TD, TKOH



A muddy river snaking its way through the grassland is peppered by seven bunkers. From opposite sides of the central base, JO and Rebel forces spot each other. Bullets fly as the middle bunker becomes the flashpoint for a brutal engagement.

The open terrain and high visibility gives the upper hand to powerful mounted weaponry and hit-and-run snipers. Avoid going out in the open unprotected. But if you have to travel on foot, use the riverbanks for cover.

Your accuracy is greatly affected by your stance. When you spot an enemy at a distance, it is always advisable to crouch or go prone before firing. It doesn't matter who shoots first, if his bullets land in the dirt.

Briefing

Time: 1500

Visibility: 500m

Weather: Clear

Camps and Bases

JOINT OPS MAIN BASE (JO)

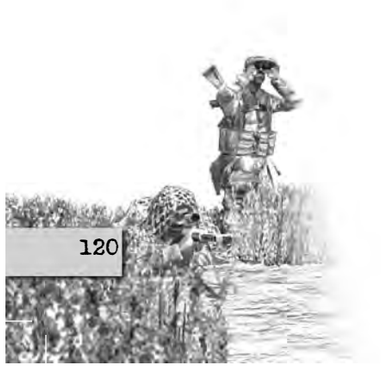


LOCATION: E,-2

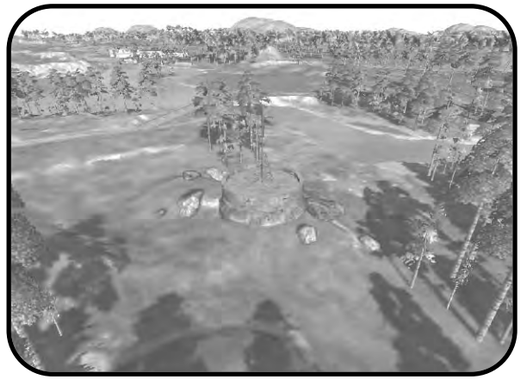
AVAILABLE HERE:

- **3 Little Bird Slicks**
- **1 Chinook**
- **2 Strykers**
- **9 Fast Attack Vehicles**
- **2 Trucks**
- **4 Zodiacs**
- **Armory**

This is the only Joint Ops base with vehicles of any type. Luckily, there are helicopters, boats, and lots of ground vehicles here. It's a long trip to the first objective, so start off here and get a ride. Most Joint Ops troops spawn here so they can pick up a vehicle and take it into the fight. This base cannot be captured and is quite a distance from the enemy for most of the mission, so there's no reason to guard it.



ALPHA BASE (JO)



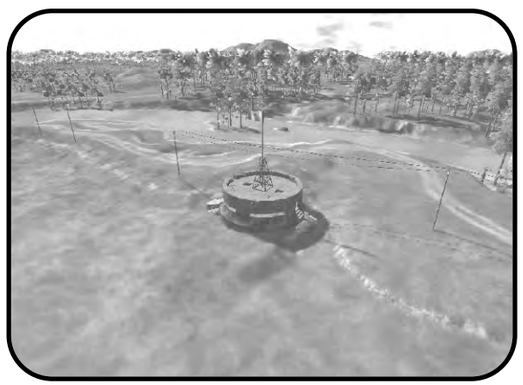
LOCATION: D,-1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This is the last Joint Ops base and the one you cannot let fall to the enemy or you will lose the mission. There are no vehicles here, though the bunker does have some good firepower for defense. Don't worry about garrisoning it until the enemy advances much closer and captures other bases.

BRAVO BASE (JO)





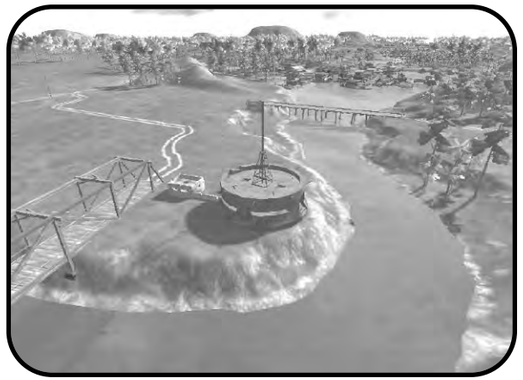
LOCATION: C,-2

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This is one of the three standard Joint Ops bases without vehicles and consists of a bunker with several emplaced machine guns. Don't worry about this base unless Charlie Base falls to the enemy.

CHARLIE BASE (JO)



LOCATION: B,-1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

Spawn some troops here at the beginning of the mission. Although there are no vehicles, soldiers on foot can get to Delta Base quicker than those flying in on a helicopter from the main base. Therefore, to get a foothold on Delta before the enemy, send a good-sized squad here to run for the base right at the start.



DELTA BASE (NEUTRAL)



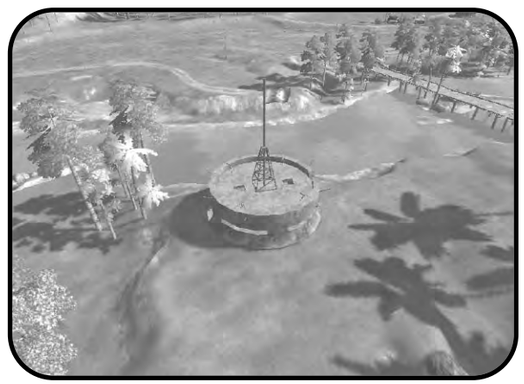
LOCATION: A,-2

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

Similar to the other bases along the river, this one lacks vehicles. All it has are emplaced machine guns. Because it's the only neutral base, both sides will rush for it right at the start.

ECHO BASE (REBEL)



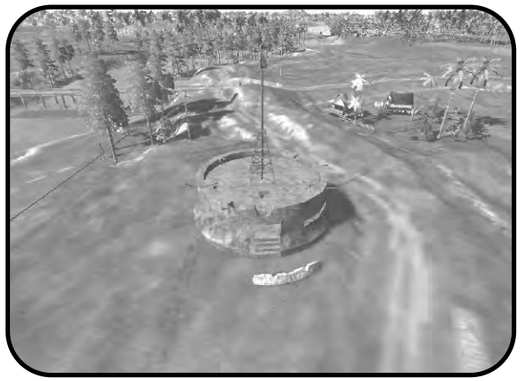
LOCATION: ZZ,-1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This base is the closest rebel position to Delta Base. Therefore, send an infantry squad on foot from here to try to claim the neutral objective at the mission's start. Once you have captured Delta, you no longer need to defend this position and can move the front line forward as you advance.

FOXTROT BASE (REBEL)



LOCATION: ZY,-2

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This is the middle of the three rebel bases, and it's not used unless the Joint Ops capture both Delta and Echo Bases. Other than in that circumstance, there's no need to spawn here.

GOLF BASE (REBEL)



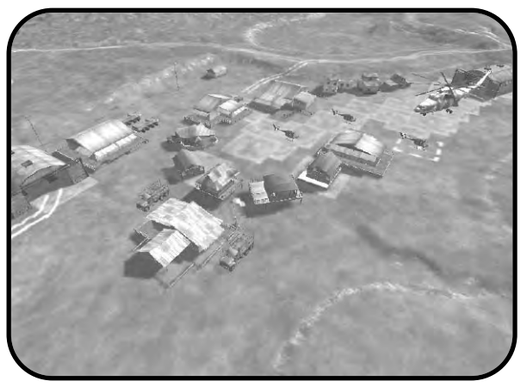
LOCATION: ZX,-1

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This is the rear rebel base and the one that cannot fall to the enemy, or the rebels will lose the battle. However, don't worry about defending it until the enemy advances and captures your first two bases.

REBEL MAIN BASE (REBEL)







LOCATION: ZV,-2

AVAILABLE HERE:

- **3 NBO-105 Slicks**
- **1 Halo**
- **2 BTRs**
- **8 Armored Jeeps**
- **2 Trucks**
- **5 Zodiacs**
- **Armory**

This is the only base where the rebels can pick up vehicles. Therefore, most rebel soldiers spawn here so they can take heavier firepower into battle. The helicopters allow for quick strikes against the enemy anywhere. However, the ground convoys have much more staying power than air units and can defend themselves better. Because this base cannot be captured by the enemy, do not worry about defending it.

Mission Strategies



Load up the heavy helicopter with three jeeps or other vehicles so you have some additional firepower at the front.

This is a fun mission where each side must drive along the river, crossing at bridges as necessary, to take over a series of bases. The two sides are pretty balanced with all vehicles located only at the main bases at each end of the map. Between the two main bases are seven lone bunkers and no more vehicles. Therefore, this becomes a linear battle as the two sides battle for one base at a time in an effort to push the other side back to its own base.

A good strategy is to divide your troops into three different teams. Two teams begin at the main base. The first is the aerial team. Their job is to load up the helicopters, then fly toward Delta Base. The slicks load up troops while the heavy helicopters each take three small vehicles and carry them to the front lines along with their crews. When they arrive, they can help secure Delta Base or continue to the enemy's front-line base and try to take it.



The convoy takes the roads to the front lines.

The second team is the convoy. This consists of the two armored personal carriers (BTRs or Strykers), as well as other ground vehicles. From the main base, the convoy takes the roads to the front line and adds the firepower of its vehicles to the battle. It takes some time for the convoy to arrive, so the earlier it gets started, the sooner it gets into action.



Engineers with Stingers help prevent the enemy from getting helicopter-borne troops to the front.

The third team is the most important. This consists of soldiers who begin at their forward base—either Charlie or Echo—and then march toward Delta Base. You need two main types of soldiers on this team. The first are engineers equipped with Stingers. Send these toward Delta Base with the task of shooting down any enemy helicopters coming to drop off enemy troops near your objectives. Three or four engineers take care of anything the enemy sends at you by air. The second troop type is a rifleman with a grenade launcher and anti-tank rockets. This allows him to defend against enemy vehicles that may arrive before your own vehicles do. Medics are also handy because they can heal your soldiers on the spot. The goal of this team is to take control of Delta Base and hold off any enemy attacks until reinforcements arrive.



Rush in and take Delta Base before the enemy does.

Once you have Delta Base, wait for the convoy to arrive, then begin advancing against the enemy bases one at a time. Hold at each base until you have a good supply of vehicles to help you advance against the enemy. Also, because each base is near the next, several engineers with mortars can stay at your forward base and fire at the closest enemy base. They can quickly reload and keep up a steady bombardment until your assault goes in. By following this methodical strategy, you can work your way down the river and on to victory.

TIP

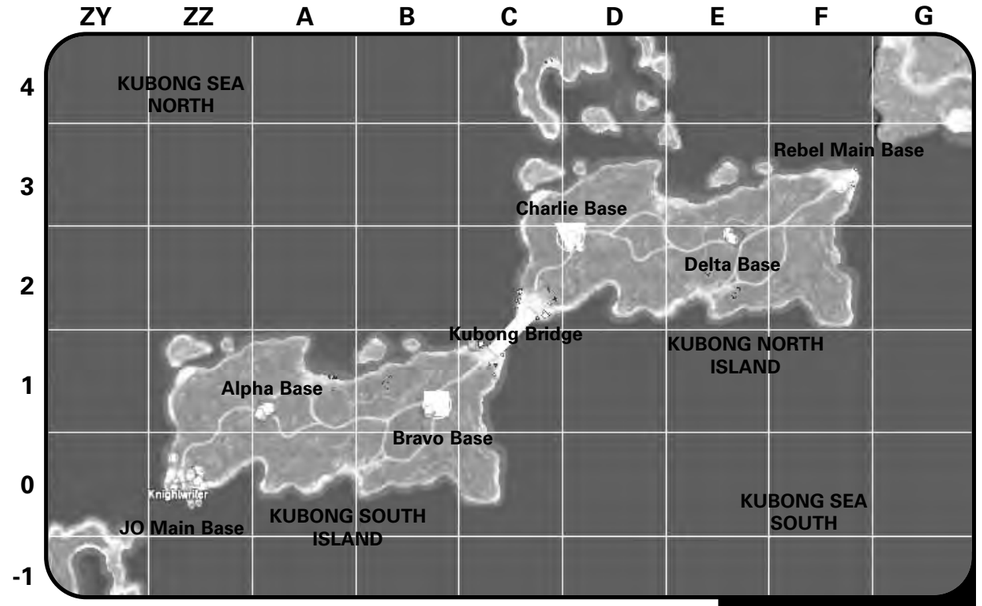
Snipers can be useful when assaulting an enemy base. Position them across the river from the base and at a distance. They usually can find clear shots at the enemy and clear off all the soldiers manning the machine guns on the roofs of the bunkers, making it easier for your troops to take control. Even more useful, they can use target designators to improve the accuracy of your mortars without revealing the sniper's position.





Kubong Island Bridge

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 1700

Visibility: 485m

Weather: Hazy

Two islands linked by a single bridge set the stage for a fierce territorial struggle. JO and Rebel forces have both managed to get a foothold in the area. Each side is now advancing, so a violent clash is unavoidable.

Both islands contain steep hills which can be used to the offense's advantage, but strategy, not tactics, is the key to success. Control the bridge that connects the islands and your foe will have no direct route to your team's bunkers, allowing your team to focus on winning forward posts. The attack boats at your team's base camp are essential to maintain control of the bridge.

The commander's map, accessible by pressing [V], allows you to set your own way points, which are visible to any player who has chosen you as their commander. Creating a custom waypoint is a great way to meet up with teammates behind enemy lines in order to stage an attack from behind.

Camps and Bases

JOINT OPS MAIN BASE (JO)

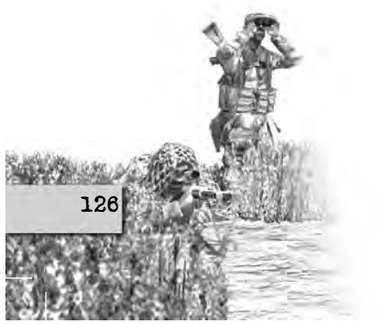


LOCATION: ZZ,0

AVAILABLE HERE:

- **2 Little Bird Slicks**
- **1 Black Hawk**
- **1 Stryker**
- **4 Fast Attack Vehicles**
- **2 Mark V**
- **3 Emplaced Machine Guns**
- **Armory**

The main Joint Ops base is the only place the team has access to helicopters. Use the Black Hawk as a gunship to support the ground attacks. This base also has the Mark V attack boats. Stage your heavy attacks from this base because it offers the most vehicles. This base cannot be captured, so you needn't defend it.



ALPHA BASE (JO)



LOCATION: A,1

AVAILABLE HERE:

- **2 Armored Attack Vehicles**
- **2 Fast Attack Vehicles**
- **3 Emplaced Machine Guns**
- **Armory**

This is one of the two Joint Op bunkers. It has positional defenses and four land vehicles. You can stage an assault by ground from this base, and the two fast attack vehicles get you to the bridge and across.

BRAVO BASE (JO)





LOCATION: B,1

AVAILABLE HERE:

- **1 Armored Attack Vehicle**
- **2 Fast Attack Vehicles**
- **4 Emplaced Machine Guns**
- **Armory**

This is the forward Joint Ops base and the one you must initially defend from enemy capture. Keep some soldiers here on guard duty. The four emplaced machine guns help deal with enemy attacks. Maintain a few riflemen with AT-4 rocket launchers to deal with enemy vehicles that make it across the bridge.

CHARLIE BASE (REBEL)



LOCATION: D,2

AVAILABLE HERE:

- **1 Armored Jeep**
- **2 Fast Attack Vehicles**
- **6 Emplaced Machine Guns**
- **Armory**

This is the forward Rebel base; expect it to be attacked soon after the mission begins. With six emplaced machine guns, this is a formidable base to take. However, a couple of enemy snipers can clear out the guns if your troops stand at them and wait. Keep enough troops here to prevent its capture, or the enemy can spawn on your home island.

DELTA BASE (REBEL)



LOCATION: E,2

AVAILABLE HERE:

- **2 Armored Jeeps**
- **2 Fast Attack Vehicles**
- **3 Emplaced Machine Guns**
- **Armory**

This is the second Rebel base. With its four vehicles, you can stage a ground assault. Don't defend this base until Charlie Base falls into enemy hands.



REBEL MAIN BASE (REBEL)



LOCATION: F,3

AVAILABLE HERE:

- **2 NBO-105 Slicks**
- **1 Super Puma**
- **1 BTR**
- **4 Armored Jeeps**
- **2 Armored Patrol Boats**
- **Armory**

The main Rebel base has air, land, and sea vehicles for your assaulting pleasure. This base cannot be captured, so don't waste soldiers defending it. If the enemy chooses to hit you here, it is weaker in vital spots. Stage your main assaults from here and use mass to overwhelm the enemy.



Mission Strategies



Hop in the fast attack vehicles and race for the bridge.

This is a short mission because each side only needs to capture two enemy bases to win. The two sides begin on separate islands connected by a bridge. This bridge is the key to ground attacks because it's the only way ground vehicles (except for the Stryker and BTR) can get from one island to the next. However, boats and helicopters provide alternatives.

TIP

Find three Zodiacs on the banks on each side of the bridge. Use them to cross or to sail around to hit the enemy from a different angle.



A few soldiers with satchel charges or rocket launchers can make crossing the bridge costly for the enemy.

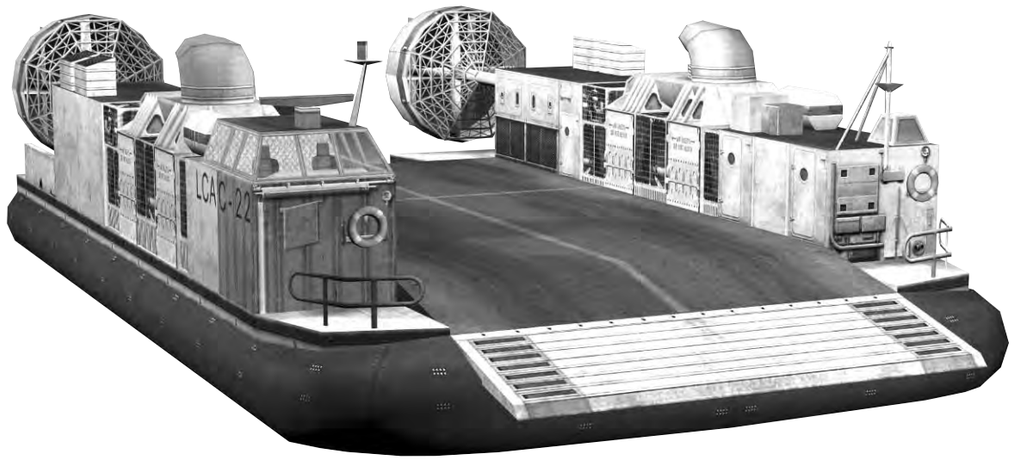
Make sure you have a good defense at your forward base (Bravo or Charlie) because it will come under attack first. Use your vehicles at your two bunker bases to race for the bridge. Set up troops with rocket launchers to attack enemy vehicles as they cross the bridge. If the enemy is slow in getting their troops on the move, cross the bridge and head for the enemy's forward base. Leave some troops behind to place satchel charges on the bridge and/or cover it with rocket launchers.

With the bridge secured, send in your main assault by air and by sea toward your first objective, and take it by force. Bring up your bridge-covering force if necessary for additional manpower. After you control the first enemy base, consolidate your defenses there because the enemy will attack it soon. Regroup your forces, then push on to the second enemy base to capture it and win the mission.



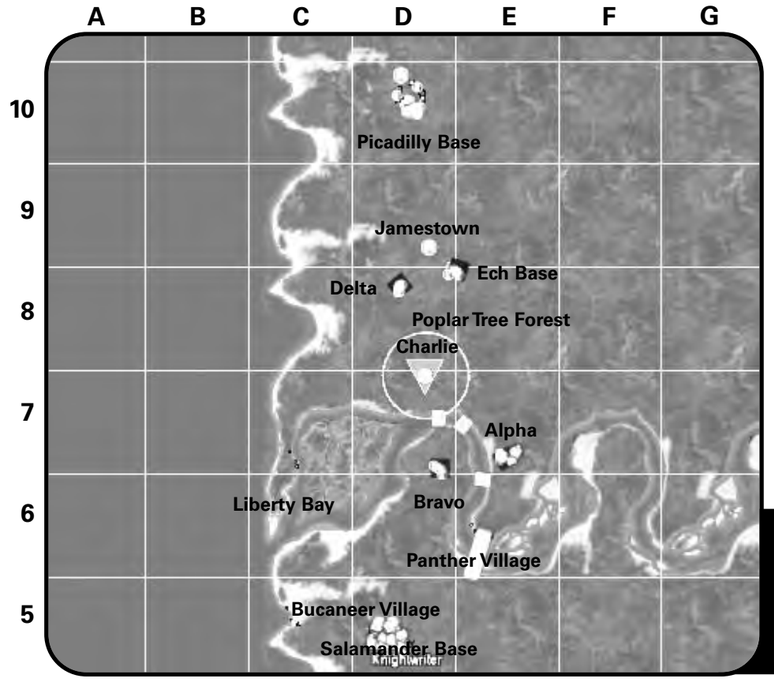
Assault bunkers to win the mission.

While the bases that are objectives are not too close to the water, the main bases are right on the beach. Send an attack boat to bombard the beach with machine guns and grenade launchers. Have the crew be engineers with Stinger missiles so you can shoot down the enemy helicopters as they take off with a load of troops. A small group of soldiers engaged in a raid such as this can slow the enemy's ability to advance or send in reinforcements.



Tenaga Delta

MISSION TYPES: **AAS**, TD, TKOH



The wide Tanjung Raja estuary is home to several species of wildlife found nowhere else in the world. It's also home to a gang of hardened Rebel soldiers who would rather die than see it controlled by the Indonesian state.

All bets are off as both forces race to the central base at the river's mouth. The battle stretches along a nearly straight line of bases, making flanking maneuvers both effective and obvious. Use the rolling terrain to your advantage by staying out of the enemy's line of fire.

Tactical use of the Armored Personnel Carriers at your team's base camp is essential for success. When piloting an APC, try to find a teammate to work with. It's very difficult to defeat a dedicated gunner and driver working together, and a group of these vehicles fighting in concert is absolutely devastating.



Camps and Bases

SALAMANDER BASE (JO)



LOCATION: D,5

AVAILABLE HERE:

- **1 Little Bird Slick**
- **10 Strykers**
- **2 Armored Attack Vehicles**
- **2 Amphibious ATVs**
- **2 Emplaced Machine Guns**
- **3 Emplaced Grenade Launchers**
- **Armory**

This is the main place for Joint Op vehicles. All of your major assaults begin here. As you can see, the Joint Ops team has plenty of Strykers that send a lot of firepower down the road to engage the enemy. This base is far from the fighting and cannot be captured, so send all of your troops to the front.



ALPHA (JO)



LOCATION: E,7

AVAILABLE HERE:

- **1 Armored Attack Vehicle**
- **2 Amphibious ATVs**
- **2 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

Other than the main bases, Alpha Base is the only base with vehicles. It gives the Joint Ops team a slight advantage in getting to Charlie Base before the Rebels. It's also close enough to Bravo and Charlie Bases that troops here can attack or support them.

BRAVO (JO)





LOCATION: D,7

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

The Joint Ops forward base is directly across the small river from Charlie Base, and a good place for troops on foot to start marching for this first objective. If the Rebels take Charlie Base, then the Joint Ops team must defend this base and use it as a point for counterattack.

CHARLIE (NEUTRAL)



LOCATION: D,7

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **4 Emplaced Grenade Launchers**
- **Armory**

Charlie Base is in the middle of the map and is the first objective for both sides. Therefore, the mission usually begins with a race to see who can get Charlie Base first. It is vital to be the first to control this base.



With an impressive array of positional defenses, this bunker can hold off a lot of enemies. Once you capture it, defend and use it as the springboard to capture the two enemy bases.

DELTA (REBELS)



LOCATION: D,8

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the Rebels' forward base. It is in quick walking distance to Charlie Base, so start some troops off here to make a play at the base before the Joint Ops team does. If the enemy takes Charlie Base, then Delta is next. This means that the Rebels must defend this base and then push back toward Charlie Base.

ECHO (REBELS)



LOCATION: E,8

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

The second Rebel base is very close to Delta Base and you can even fire weapons from one base to the other. If the enemy captures Delta Base, then Echo becomes the last stand for the Rebels—they must hold it or lose the mission. Unlike at the Joint Ops rear base, the Rebels have no vehicles here.

PICADILLY BASE (REBEL)



LOCATION: D,10

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **10 BTRs**
- **2 Armored Jeeps**
- **2 Amphibious ATVs**
- **6 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

You always expect a lot of vehicles at a main base. However, for the Rebels, this is the only place with vehicles. The good news is that there are enough BTRs for an entire company. Load these up and get them rolling, and it takes an awful lot to stop them. While there are a lot of defenses in this small town, you probably won't need them because the enemy won't waste time traveling to this base with all the objective bases situated close together in the map's center.

Mission Strategies



Race for Charlie Base on foot right at the start.

This is a very interesting mission. Besides the fact that all of the capturable bases are so close together, each team has ten armored personnel carriers, which are like tanks. Therefore, this becomes an up-close mission with heavy firepower.



The bases are quite close together.

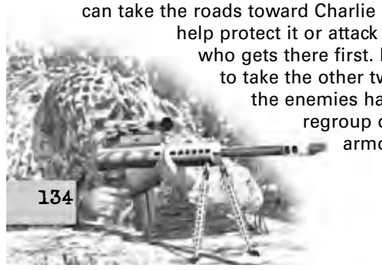


The key to this mission is to capture Charlie Base first. It is heavily armed with machine guns and grenade launchers, which can give even the Strykers and BTRs grief. Its central location also makes it a great place from which to attack the enemy bases. Because it takes time for the vehicles from the main bases to get here, have a lot of soldiers run from the nearest base and take Charlie Base on foot. The Joint Ops team can even send a few vehicles from Alpha Base.



The convoy of armor is on the way.

While the foot soldiers rush for Charlie Base, the rest of the team should load up the Strykers or BTRs and begin moving out. This heavy firepower convoy can take the roads toward Charlie Base and either help protect it or attack it depending on who gets there first. Keep pushing on to take the other two bases before the enemies have a chance to regroup or bring up their armored vehicles.





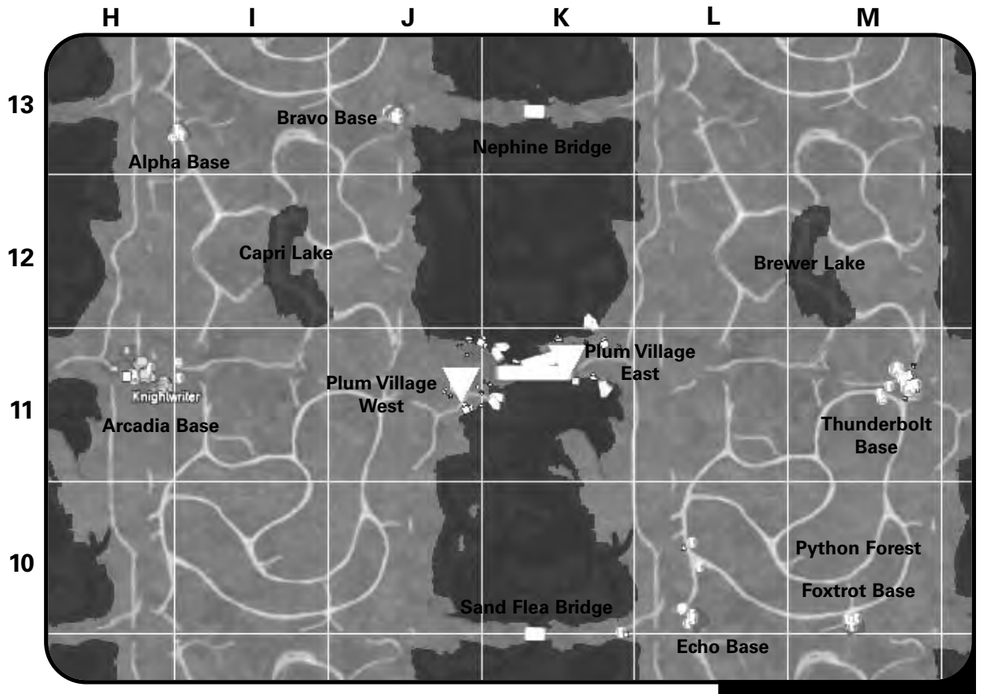
Use the guns on the Strykers or BTRs to blast away at the enemy holed up in the bunkers.

This is an awesome mission for engineers with mortars. Because the bases are so close, you can fire from a base at another and be near an armory for quick reloading. Two or three mortars bombarding a base can cause a lot of trouble and keep the enemies' heads down.



Cold Water Gap

MISSION TYPES: **AAS**



A string of bases run from the northwest to the southeast, extending across the innermost of three parallel bridges across a wide lake.

Swimming across the lake is risky, so the bridges serve as effective choke points. The team dominating the middle bunker is in control of the flow of soldiers across the lake, and the battle is theirs to win or lose. Still, a team of killed snipers can make holding the central base a challenge unto itself.

When you know the enemy will be at a specific location, grab a target designator and let the engineers know where to mortar. Watching a teammate's rounds drop in, devastating a target you've specified is supremely satisfying.

Briefing

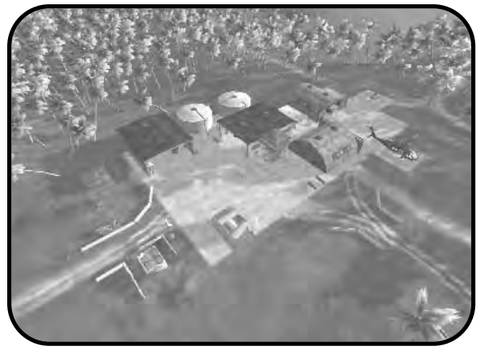
Time: 0600

Visibility: 400m

Weather: Clear

Camps and Bases

ARCADIA BASE (JO)



LOCATION: H,11

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Black Hawk**
- **2 Strykers**
- **3 Armored Attack Vehicles**
- **3 Fast Attack Vehicles**
- **2 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This is the only base where Joint Ops can get vehicles, so if you want to drive or fly, spawn here. The main base is just as close to the first objective as the other bases, so there's no reason not to spawn here in the beginning. The enemy cannot capture this base, so don't worry about defending it.



ALPHA BASE (JO)



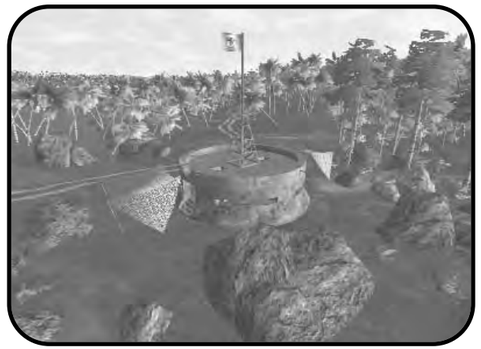
LOCATION: H,13

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the rear Joint Ops base in the map's northwest corner. While there are no vehicles here, you find some positional defenses. If the enemy captures Bravo Base, the Joint Ops team must make a stand here.

BRAVO BASE (JO)



LOCATION: J,13

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **Armory**

Bravo Base is the forward Joint Ops base located near the northern bridge. As with Alpha Base, you won't find any vehicles here—just emplaced machine guns. If the enemy takes both of the neutral bases, then Joint Ops must defend this base.

PLUM VILLAGE WEST (NEUTRAL)

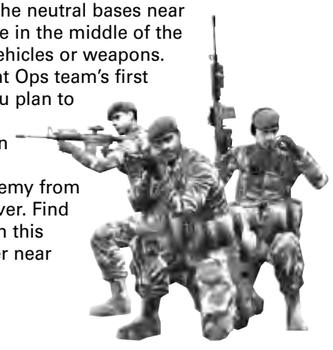


LOCATION: J,11

AVAILABLE HERE:

- **Armory**

This is one of the neutral bases near the main bridge in the middle of the map. It lacks vehicles or weapons. This is the Joint Ops team's first objective. If you plan to hold it, bring along your own weapons and prevent the enemy from crossing the river. Find four Zodiacs on this side of the river near the bridge.



PLUM VILLAGE EAST (NEUTRAL)



LOCATION: K,11

AVAILABLE HERE:

- **Armory**

Delta Base is the second neutral base—this one on the eastern side of the main bridge. As with Charlie Base, there are no vehicles or weapons. The Rebels must capture this as quickly as possible to prevent the Joint Ops team from getting it and having a spawn point on the eastern side of the river. Find four Zodiacs on the riverbank near the bridge.

ECHO BASE (REBELS)



LOCATION: L,10

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the Rebels' forward base, with only weapons, no vehicles. Worry about this base only if the enemy has captured the two neutral bases. In addition to the positional weapons, some others are nearby at small posts guarding the roads to the north and west.

FOXTROT BASE (REBELS)



LOCATION: M,10

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

This is the Rebel rear base in the map's southeast corner. Don't even worry about this base so far from the fighting unless it looks as if Echo Base will fall. Then defend Foxtrot or lose the mission.





THUNDERBOLT BASE (REBEL)



LOCATION: M,11

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Super Puma**
- **2 BTRs**
- **3 Armored Jeeps**
- **1 Truck**
- **5 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

The only place the Rebels have access to vehicles is at their main base. With both ground and air vehicles here, you can send an air assault as well as a ground attack. Because this is as close to or closer to the neutral bases as the other Rebel bases, everyone should spawn here and mount up onto a vehicle for the rush to the main bridge. Because it cannot be captured, this base does not need much of a defense unless you are playing against an enemy who likes to raid your home and make your base uncomfortable.

Mission Strategies



The Joint Ops fast attack vehicles help you get to the bridge first.

In this mission, the central bridge with the two neutral bases is the key. No matter which side you play on, spawn at the main base, grab a vehicle full of soldiers, and head for the main bridge. Because you should face very little opposition, if any, on your side of the bridge, drop off a few soldiers to claim the nearest neutral base while the rest of your team crosses the bridge and engages the enemy near the farthest neutral base. Then have your losses respawn at the first neutral base to help reinforce your attempt on the second. Meanwhile you deny the enemy the ability to spawn at either neutral base.



Fly in troops to add to the number needed to take over the bases. Be ready to drop flares in case the enemy has Stingers.

Once you control both neutral bases at the main bridge, keep a force to defend them. Then go after the enemy's forward base. North-south roads on both sides of the river allow you to advance on this base. You even can load up some Zodiacs from the bridge area and speed down the river to the enemy base that is close to the water.



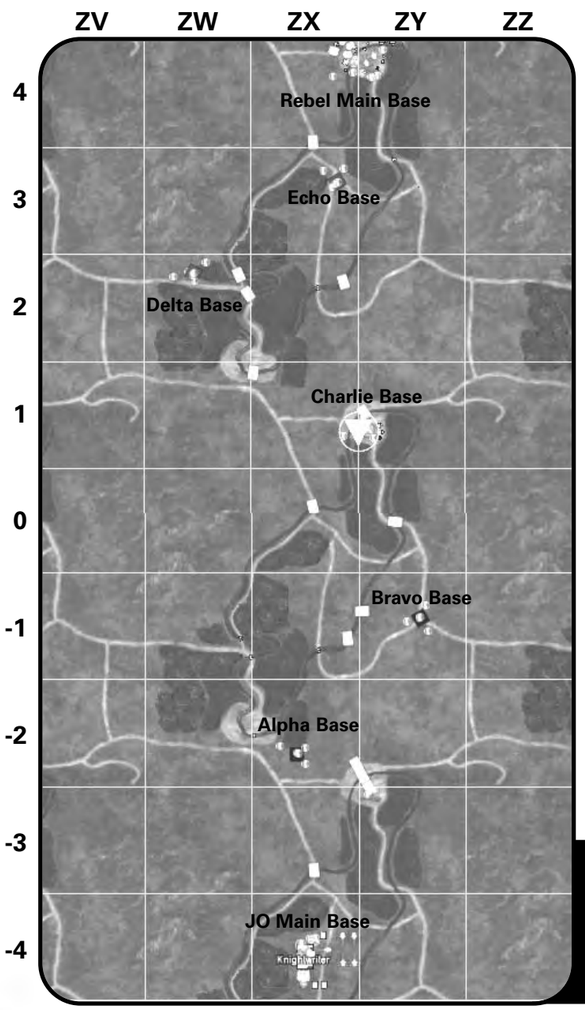
Use vehicle-mounted weapons for the additional firepower necessary to take over enemy-held bases.

Because the enemy will protect both bases, bring along heavy firepower such as Strykers or BTRs, and mass on each base in turn. Overwhelm the defenders and they are yours—as is the victory.



Palu Cut Rice Paddies

MISSION TYPES: **AAS**, TD, TKOH



Rice fields sprawl out over a chain of rural villages contained in a flat valley expanse. While the locals might not understand the global context of this war, they knew enough to evacuate the area. Now, a succession of bases makes plain that this area is part of the battlefront.

The rice paddies provide excellent concealment if you stay low and move over them carefully. Still, you're out in the open, and a sniper perched on a mountainside can easily pick you off. Armored helicopters with mounted miniguns are available at your base camp. Use them. The speed and firepower they offer outweigh the extra ground you'll have to cover getting to the front lines.

If you need a ride, press F9 to bring up your radio macros, then choose macro 6. Not only will everybody on your team get your message, but teammates controlling vehicles will see you designated with a special icon on their spin-map. If you're the one with a vehicle, pick some soldiers up, they'll give you extra firepower.

NOTE

For TD and TKOH, the map layout is slightly different than the AAS map.

Briefing

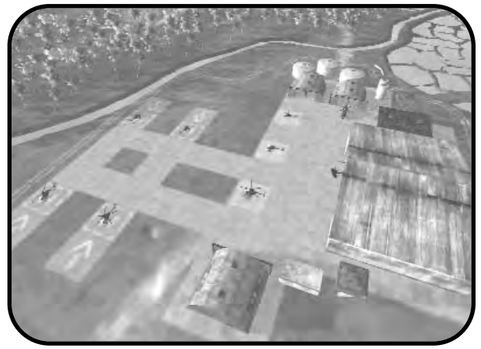
Time: 0630

Visibility: 700m

Weather: Clear

Camps and Bases

JOINT OPS MAIN BASE (JO)



LOCATION: ZX,-4

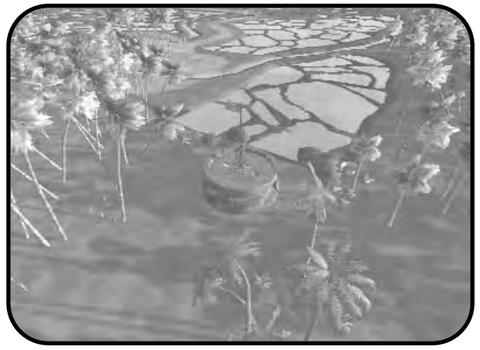
AVAILABLE HERE:

- **6 Little Bird Benches**
- **4 Armored Attack Vehicles**
- **1 Truck**
- **2 Emplaced Grenade Launchers**
- **Armory**

The Joint Ops main base is essentially an airfield with several helicopters and some ground vehicles. It's located at the map's southern end, requiring some travel time to reach the front. Start most of your team here to load up on the choppers and vehicles and get moving. Due to its distance and the fact that it cannot be captured, you do not need to defend this base.



ALPHA BASE (JO)



LOCATION: ZX,-2

AVAILABLE HERE:

- **5 Emplaced Machine Guns**
- **1 Little Bird Slick**
- **Armory**

This is the rear of the two bunker bases controlled by the Joint Ops team. It is adjacent to some rice paddies and consists of only a bunker with machine guns. You don't need to protect this base unless the enemy has captured Bravo Base. When defending this bunker, watch for enemies advancing through the trees. Also try placing some claymores in the rice paddies to take care of anyone trying to sneak up on you.

BRAVO BASE (JO)



LOCATION: ZY,-1

AVAILABLE HERE:

- **5 Emplaced Machine Guns**
- **1 Amphibious ATV**
- **1 Little Bird Slick**
- **Armory**

Bravo Base is the Joint Ops forward base. As with Alpha Base, this is just a bunker with machine guns. However, this base is centered over a crossroads, making it extremely susceptible to attack by ground vehicles. Use satchel charges as mines because the trees force vehicles to stick to the roads.

CHARLIE BASE (NEUTRAL)

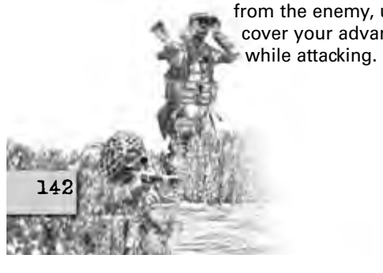


LOCATION: ZX,1

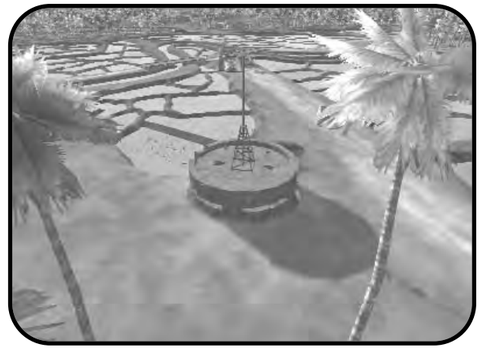
AVAILABLE HERE:

- **7 Emplaced Machine Guns**
- **1 Armored Attack Vehicle**
- **Armory**

This base is set next to a small village by some rice paddies and along a canal. It has many machine guns, so reach it before the enemy does. If you must take it from the enemy, use the buildings to cover your advance and to hide in while attacking.



DELTA BASE (REBEL)



LOCATION: ZW,2

AVAILABLE HERE:

- **5 Emplaced Machine Guns**
- **1 Amphibious ATV**
- **1 NBO-105 Slick**
- **Armory**

Delta Base is the Rebel forward base and is closest to the neutral base. This bunker is near a rice paddy with a road to one side. Armed with a number of machine guns, this bunker, when defended, can be difficult to take.

ECHO BASE (REBELS)





LOCATION: ZX,3

AVAILABLE HERE:

- **5 Emplaced Machine Guns**
- **1 Amphibious ATV**
- **1 NBO-105 Slick**
- **Armory**

This is the Rebels' rear base; you must hold this or the mission fails. Unless Delta Base falls into enemy hands, you don't need to worry about this base at all. It is near a crossroads and not far from some rice paddies.

REBEL MAIN BASE (REBEL)



LOCATION: ZX,4

AVAILABLE HERE:

- **2 Super Pumas**
- **4 Armored Jeeps**
- **2 Trucks**
- **5 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

Though it's way at the map's north end, here is where most of your troops should begin, because you need the vehicles to win. The Rebels don't have as many vehicles as the Joint Ops soldiers do, especially in terms of helicopters, so make do with what you have and concentrate on using vehicles to get troops to the front, and then continuing on foot.

Mission Strategies



The Joint Ops Little Bird (with the rockets) provides good air support when attacking an enemy-held bunker or vehicles traveling along the road.

This map is long and not friendly for ground transportation. The roads often wind around, but you must stick to them to cross canals and skirt rice paddies. The best way to move troops is by helicopter. In this aspect, the Joint Ops has the advantage with twice as many helicopters, but only one of them has weapons. As with many advance and secure missions, the objective is to control the neutral base before the enemy does.



Use helicopters to fly troops right to the front and then drop them off. Have troops spawn at the friendly base nearest the front and then pick them up in the helicopters for a short flight to the fight.

A good overall strategy is to start with a few soldiers at your forward base. Include a few engineers with Stinger missiles. They must hoof it to Charlie Base and shoot down any enemy helicopters trying to deliver troops to the front. This group must move fast.



When assaulting one of the bases near rice paddies, take advantage of the concealment provided by the paddies—especially the berms between.

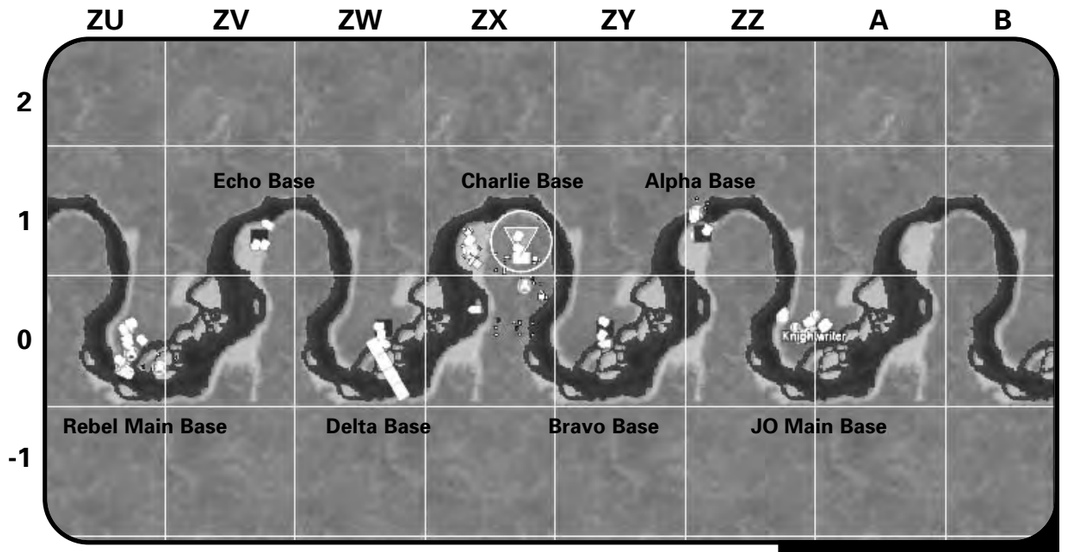
The second group boards the helicopters and flies to Charlie Base. The more troops you have the better, because you want to overwhelm whatever the enemy sends there. The third group then takes the jeeps along the roads toward Charlie Base. By the time they get there, you've (hopefully) taken Charlie Base, and they can proceed to take the enemy's forward base.

The hills throughout the area offer good vantage points for snipers. They can use target designators to call in mortar strikes or pick off defenders manning the machine guns at the bunkers.



Sungai Sabe Lumbermill

MISSION TYPES: **AAS**, TD, TKOH



Briefing

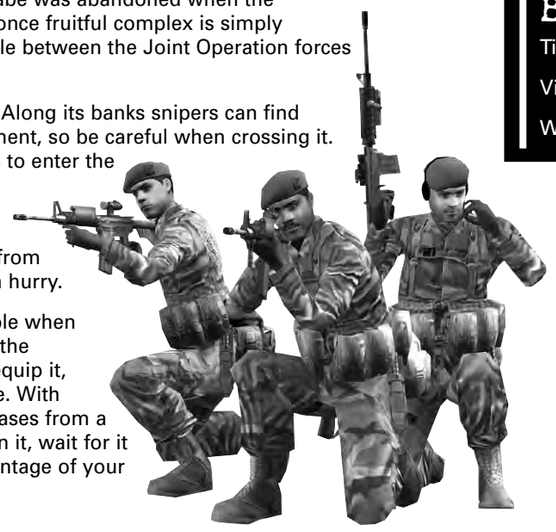
Time: 1500

Visibility: 650-700m

Weather: Clear

The lumber mill at Sungai Sabe was abandoned when the fighting broke out. Now the once fruitful complex is simply another venue for the struggle between the Joint Operation forces and the Indonesian rebels.

Bases crisscross the river. Along its banks snipers can find plenty of cover and concealment, so be careful when crossing it. Boats provide a quick means to enter the fray, but watch out for ambushes. The ATV provides the best solution, allowing you to travel away from the river, but still cross it in a hurry.



Your flashbang is invaluable when clearing bases controlled by the opposing force. Press [4] to equip it, and toss it just like a grenade. With practice you can get it into bases from a distance. Once you've thrown it, wait for it to go off, and then take advantage of your stunned foe.

Camps and Bases

JOINT OPS MAIN BASE (JO)



LOCATION: ZZ,0

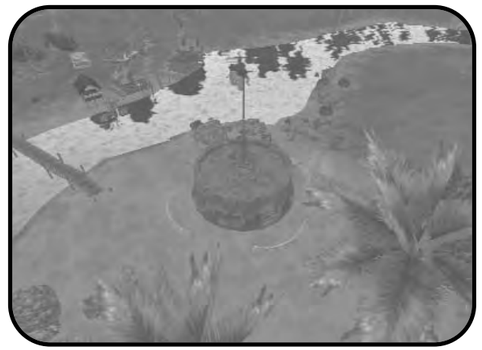
AVAILABLE HERE:

- **1 Stryker**
- **4 Armored Attack Vehicles**
- **2 Amphibious ATVs**
- **4 Zodiacs**
- **2 Emplaced Machine Guns**
- **Armory**

The main Joint Ops base provides the most vehicles. However, before you get excited about the armored attack vehicles, realize that they are not as useful in this mission because there are few roads and only one bridge across the river—and the bridge is in enemy territory. The amphibious ATVs and Zodiacs are more useful because you must cross the river or travel on it to reach your objectives. Because the other Joint Ops bases also have vehicles, the main base is not quite as important as it is in other missions. However, if you need the heavy firepower of the Stryker, acquire one here.



ALPHA BASE (JO)



LOCATION: ZZ,1

AVAILABLE HERE:

- **1 Amphibious ATV**
- **2 Zodiacs**
- **Armory**

This is the rear of the two bunker bases for the Joint Ops team. With the amphibious ATV, you can cut across the river and land to head due west to Charlie Base. This is quicker than taking the Zodiac around the river, but you can take only three soldiers on the ATV. This base is safe; worry about defending it only if the Rebels capture Bravo Base.

BRAVO BASE (JO)





LOCATION: ZY,0

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **1 Zodiac**
- **Armory**

This is the Joint Ops forward base. With its Zodiac and ATVs, you can quickly send troops across the river to capture Charlie Base at the sawmill. Until you have Charlie Base, keep some troops back to defend this base so the rebels can't grab both bases, one right after the other. While watching the river, also pay attention for armored jeep attacks from the north.

CHARLIE BASE (NEUTRAL)



LOCATION: ZX,1

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **Armory**

This is the first objective for each team and they will rush to take it in the first few minutes. The sawmill complex around the bunker offers lots of cover and concealment, which you can use when attacking this base if the enemy got to it first. All this base offers is a couple of ATVs. Bring your own weapons to defend it.

DELTA BASE (REBEL)



LOCATION: ZW,0

AVAILABLE HERE:

- **2 Amphibious ATVs**
- **1 Zodiac**
- **Armory**

Delta is the Rebel forward base and the closest to Charlie Base. Keep some troops back to defend this base, but also send out a force right away to assault Charlie Base. Delta Base overlooks the only bridge. This is where jeeps have to cross the river and can provide a tactical advantage to the Rebels, allowing them to take their jeeps from the main base and attack Alpha and Charlie Bases with them.





ECHO BASE (REBELS)



LOCATION: ZV,1

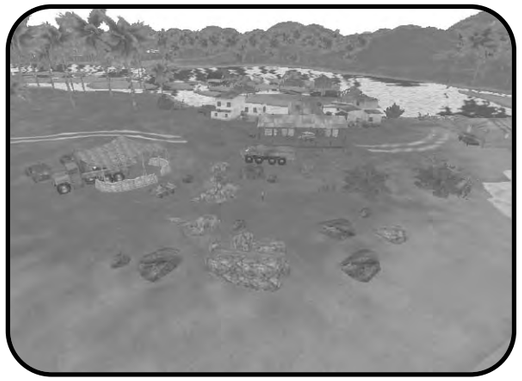
AVAILABLE HERE:

- **2 Amphibious ATVs**
- **1 Zodiac**
- **Armory**

Echo Base is the second line base for the Rebels. Because of the distance to the front initially, Rebels are best off spawning at one of the other bases for the firepower or the closer proximity to Charlie Base. However, if the Joint Ops force advances and captures Delta Base, the Rebels must defend Echo or they lose the mission.



REBEL MAIN BASE (REBEL)



LOCATION: ZU,0

AVAILABLE HERE:

- **1 BTR**
- **4 Armored Jeeps**
- **2 Amphibious ATVs**
- **4 Zodiacs**
- **Armory**

This base contains the Rebels' heavy firepower. While it's not a lot, it's the most available. With the bridge by Delta Base, the Rebels may want to try raids with the armored jeeps. In addition to directly attacking enemy bases, they can provide fire support from across the river with their machine guns. Along with the BTR, you can make enemies hiding out in a bunker wish they were somewhere else.

Mission Strategies



The amphibious ATV is the star of this mission.

This mission is slower paced than some of the others due to the river that winds in and out of the bases. This requires crossing the river to get from one base to an adjacent base. While jeeps and other armed ground vehicles are often important to winning a mission, this time the team that uses the amphibious ATVs and Zodiacs the best will come out ahead.



The grass around several of the bunkers allows you to crawl up close to them—close enough to throw a frag grenade.

As with most missions, the key to winning is taking the neutral base first—before the enemy can capture it. It's always easier to take an empty base than one with lots of defenders. The best way to take Charlie Base is to have most of your troops spawn at your team's forward base. Put some soldiers in your vehicles while the rest of the force runs overland and then swims across the river. This is still quicker than taking a vehicle from a base farther away.

Because the bunkers lack machine guns, gunners come in handy for base defense. Leave a few at each base that can be captured.



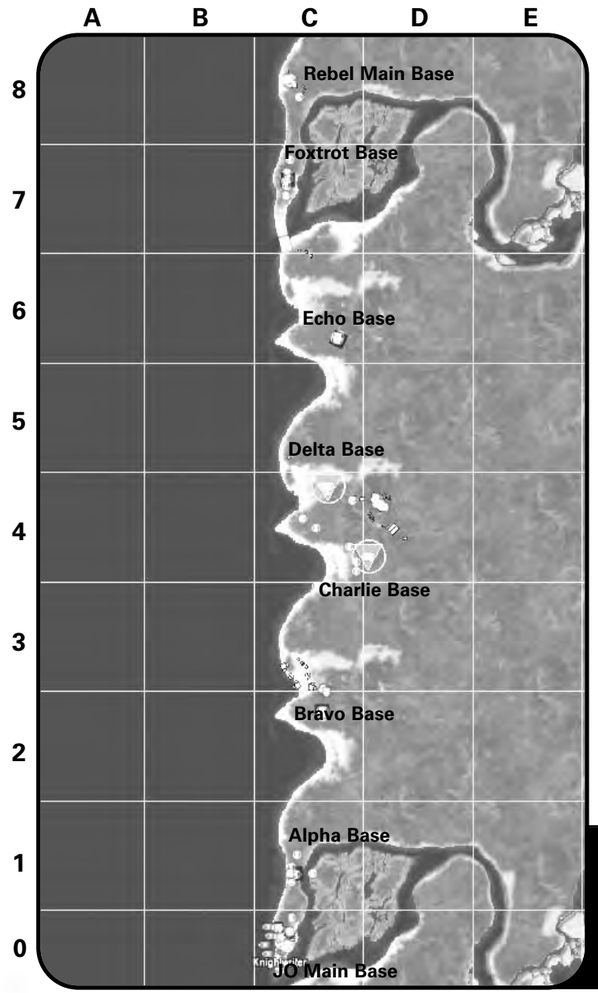
The BTR can traverse both land and river to take the fight to the enemy.

The sawmill complex around Charlie Base can make defense difficult. Therefore, advance to and take the enemy's forward base as quickly as possible. Both the Joint Ops and Rebels can drive their jeeps to the enemy's forward base without having to cross the river. Four vehicles with machine guns coming at a base—especially one without positional defenses—can capture it quickly. Don't forget that the Stryker and BTR are both amphibious. Therefore, fill up these vehicles at the main base and then send them on the attack. They are quicker traveling by land, but they can cross rivers to continue to the objectives. These vehicles also make short work of Zodiacs and ATVs traveling along the river.



Black Rock Beach

MISSION TYPES: **AAS**, TD, TKOH



Sea shanties and creaky docks dapple this stretch of coastline. Hardly worth fighting for, but command doesn't want the enemy to gain any real estate on this coastline.

For the most part, the bunkers are pushed right up against the coast. Trying to win a bunker with a sea-based assault would be tough, but it would be hasty to ignore the patrol boats available to you. Your best bet is to work in two or three coordinated teams. Let your boats provide cover, while land forces clear bunkers.

To organize a sophisticated assault, utilize the commander's screen. Press [V] to enter into the commander's screen. From here you can organize into fireteams, set waypoints, issue orders, and take control of large-scale warfare.

Briefing

Time: 0500

Visibility: 450m

Weather: Partly Foggy

Camps and Bases

JOINT OPS MAIN BASE (JO)



LOCATION: C,0

AVAILABLE HERE:

- **2 Black Hawks**
- **4 Strykers**
- **2 Armored Attack Vehicles**
- **2 LCACs**
- **2 Mark Vs**
- **1 Emplaced Machine Gun**
- **Armory**

The Joint Ops main base is where all major assaults are staged. Because all bases are along the coastline, the quickest way to get heavy firepower to the objectives is to load it aboard the LCACs. In addition, the Mark Vs are great patrol boats that can run along the coast and either sink enemy ships or lend fire support to battles onshore. With the two helicopters, you can assault by land, sea, and air. This base contains the vast majority of the vehicles, so have most of your troops begin the mission here. Load them onto vehicles and then send them toward the neutral bases.

ALPHA BASE (JO)



LOCATION: C,1

AVAILABLE HERE:

- **2 Armored Attack Vehicles**
- **4 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

Don't have anyone spawn at this base initially. It has only two vehicles and its distance from the neutral bases makes it not worth the drive, because you can start off either closer with the same vehicle or farther away with more firepower. However, if the Rebels advance and capture Bravo Base, then Joint Ops must defend Alpha or lose the mission.

BRAVO BASE (JO)



LOCATION: C,2

AVAILABLE HERE:

- **1 Armored Attack Vehicle**
- **4 Emplaced Machine Guns**
- **Armory**

As the forward Joint Ops base, Bravo is the closest to the neutral bases. The one vehicle, loaded up with soldiers, is enough to take Charlie Base and hold it until reinforcements arrive from the main base. If the Rebels take both neutral bases, then Charlie Base becomes the center for Joint Ops defenses to stop the Rebels' advance.

CHARLIE BASE (NEUTRAL)



LOCATION: D,4

AVAILABLE HERE:

- **1 BTR**
- **3 Armored Jeeps**
- **5 Emplaced Machine Guns**
- **Armory**

This is the southern of the two neutral bases. It is heavily defended with positioned weapons and is a tough nut to crack if the enemy reaches it before you. The BTR and jeeps are in a garage just north of the bunker. If a small group can capture Charlie Base, others can spawn there and hop in the vehicles to take the battle to the enemy.

DELTA BASE (NEUTRAL)



LOCATION: C,4

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **Armory**

The northern neutral base usually falls into Rebel hands near the mission's beginning unless the Joint Ops team makes a serious attempt at securing it. Whoever takes it first should defend it using the emplaced machine guns near the bunker and those farther out covering the beach. These weapons can make an amphibious landing by the enemy very costly.

ECHO BASE (REBELS)



LOCATION: C,6

AVAILABLE HERE:

- **2 Armored Jeeps**
- **4 Emplaced Machine Guns**
- **Armory**

Echo Base is the Rebels' forward base. With a couple vehicles, the Rebels have a good shot at taking both neutral bases. However, if the Joint Ops team takes both neutral bases, organize your defenses at Echo Base while helping out with the assault coming from the main base.

FOXTROT BASE (REBELS)



LOCATION: C,7

AVAILABLE HERE:

- **1 Armored Jeep**
- **4 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This rear base is well armed for defense. However, with only one vehicle, it doesn't offer much for the attack. Use this base to support Echo Base defenses or to support its own defenses if Echo falls to the enemy. If the Joint Ops team captures this base, the mission is over.

REBEL MAIN BASE (REBEL)



LOCATION: C,8

AVAILABLE HERE:

- **2 Super Pumas**
- **4 BTRs**
- **2 Armored Jeeps**
- **2 Armored Patrol Boats**
- **2 Large Amphibious Assault Boats**
- **1 Emplaced Machine Gun**
- **1 Emplaced Grenade Launcher**
- **Armory**

Like the Joint Ops main base, the Rebel main base has everything necessary for air, sea, and land assaults. With BTRs already positioned for easy loading onto the amphibious assault boats, a well-trained team can launch a full-scale sea assault during the first minute of the mission. Use the Super Pumas to rush in and grab some bases early on, dropping off troops to occupy the bunkers and then orbiting around, adding their minigun fire to the battle. Other than the small group that spawns at Echo Base, all other Rebels should spawn at the main base and load up into vehicles.

Mission Strategies



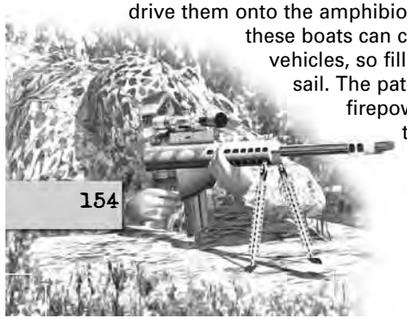
Load up the amphibious assault ships.

This is a fun mission because there are several ways to play it. Without serious terrain restrictions such as rivers, each side can assault the enemy by land, sea, or air. However, the careful balance of all three succeeds over the overwhelming use of only one type of assault.



Use helicopters to land troops right at the bases before the enemy can get there.

At the mission's start, each side should spawn just enough troops at their forward bases to fill the vehicles there. These groups then race for the neutral bases and try to capture at least one. At the main bases, troops load up into the helicopters, which then transport them to help take the neutral bases; the remaining soldiers climb into ground vehicles and drive them onto the amphibious assault boats. Each of these boats can carry at least three vehicles, so fill them up and then set sail. The patrol boats can add their firepower to the assault, but they're better used for attacking enemy ships. Even before the amphibious assault boats are loaded, send your patrol boats toward the enemy's main base and attack the assault boats. Sinking them takes out the troops they carry as well.



TIP

Remember that the BTRs and Strykers can swim. Therefore, if you start taking fire during your landing approach on the beach, consider driving these vehicles off the ramp. While swimming, they are hull down and harder for the enemy to hit. In addition, they can fire at the enemy on the beach, clearing a path by the time they hit dry land.



Man the beach defenses to prevent the enemy from coming ashore.

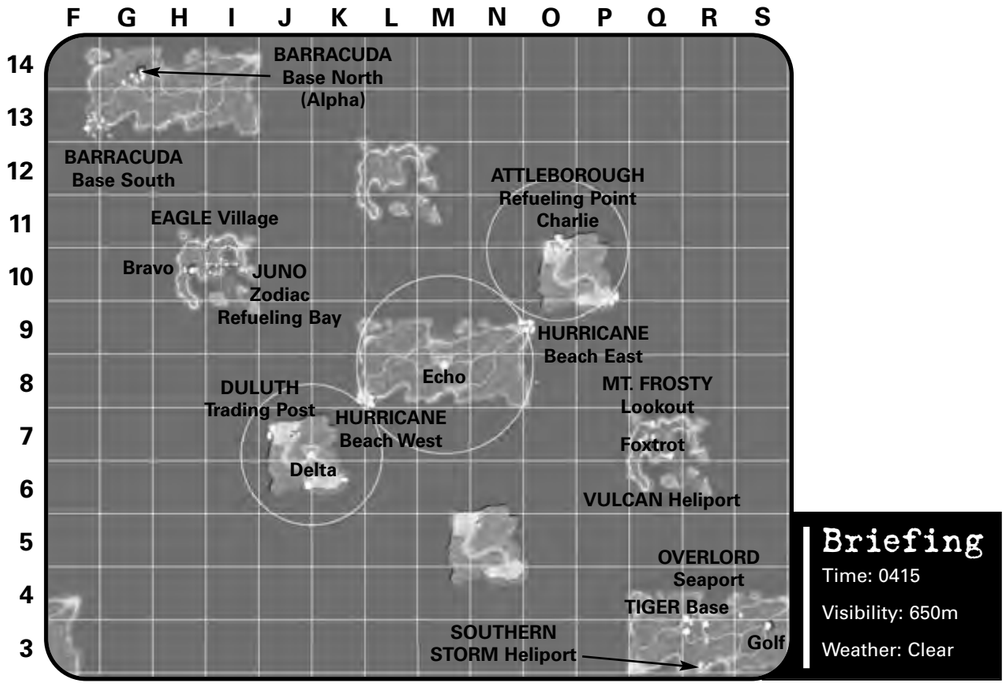


The buildings between the two neutral bases offer a lot of cover, so use it as you advance.

Where your amphibious assault lands depends on what you have captured by the time they arrive. If you have both neutral bases, continue sailing toward the enemy's forward base. Land them where they can do the most with their firepower. Continue engaging the enemy until you capture both of their initial bunker bases and win the mission.

Laba-Laba Archipelago

MISSION TYPES: **AAS**



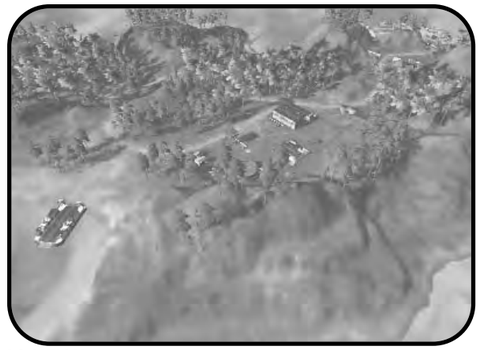
The Laba-Laba Sea is studded with a vast number of islands. Getting shipments in or out of southern Indonesia depends on control of these waters. The outcome of this battle has an enormous effect on the nation's struggling economy.

Dominating the sea is the key to this vast battlefront. If you can destroy troops and vehicles while they are on the water, you leave the enemy floundering. Don't forget to use the emplaced weapons on land vehicles, even when they are loaded on the platform of a ship. Attack helicopters can easily spot and destroy ships, so if you have the chance, grab one, and if you're getting on board a boat, make sure somebody is packing Stingers.

The composition of your assault team is an important, but often overlooked consideration. A team of snipers is powerless against a gunship, and a group of engineers can never restore their health. A typical team contains one engineer, one gunner, and a handful of medics and riflemen creating a powerful offensive force. If enemy vehicles materialize, the team can readily take them on. Snipers work alone, but a skilled sniper who maintains radio communication is invaluable for reconnaissance and suppressing fire.

Camps and Bases

ALPHA BASE (JO)



LOCATION: G,14

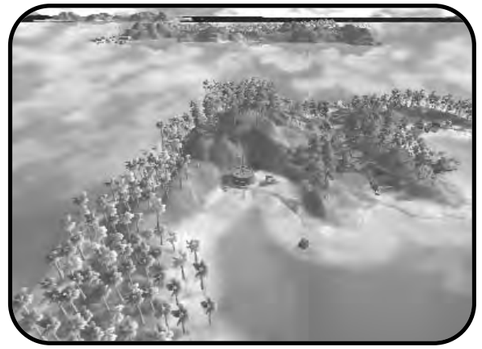
AVAILABLE HERE:

- **3 Black Hawks**
- **1 Chinook**
- **4 Strykers**
- **4 Armored Attack Vehicles**
- **4 Fast Attack Vehicles**
- **3 LCACs**
- **1 Mark V**
- **2 Zodiacs**
- **7 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This base is divided into two parts—north and south. Most of the vehicles are in the south, while the bunker is in the north. Because almost all of the Joint Ops vehicles are here, this is the primary spawn point for the team, and it's where all assaults stage. If the enemy captures this base, the mission is over for the Joint Ops team.



BRAVO BASE (JO)



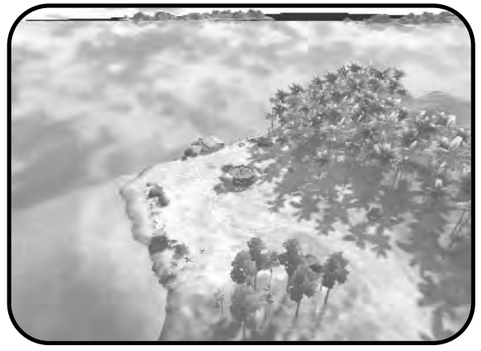
LOCATION: H, 10

AVAILABLE HERE:

- **1 Black Hawk**
- **3 Zodiacs**
- **8 Emplaced Machine Guns**
- **Armory**

There is not much at all on the island containing Bravo Base. However, if the Rebels manage to take the three neutral objectives, then this is where they head next. The Joint Ops team can spawn at the bunker or at the bay to the east. The advantage of spawning at this bay is that a small team can load up the Zodiacs there and quickly head for the objectives in the middle of the map.

CHARLIE BASE (NEUTRAL)





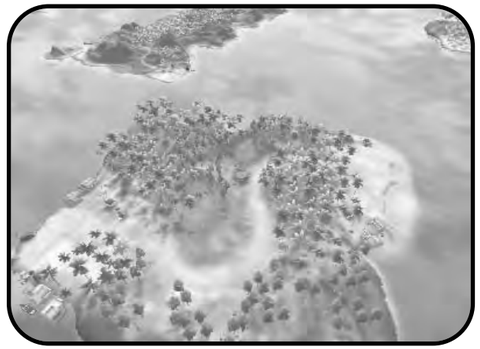
LOCATION: O,10

AVAILABLE HERE:

- **1 BTR**
- **1 Fast Attack Vehicle**
- **2 Armored Patrol Boats**
- **2 Zodiacs**
- **4 Emplaced Machine Guns**
- **Armory**

This is one of the objectives in the map's center. Because it's closer to the rebels, they usually take control of it first. The bunker is right on the beach. However, if you're taking it after it's defended, attack through the jungle from the south so you can use the trees and grass for cover and concealment.

DELTA BASE (NEUTRAL)



LOCATION: J,7

AVAILABLE HERE:

- **1 Fast Attack Vehicle**
- **1 Armored Patrol Boat**
- **4 Zodiacs**
- **4 Emplaced Machine Guns**
- **Armory**

This is the western objective and closest to the Joint Ops at the start. The bunker is in the center of the island, surrounded by the jungle with only a road providing a clear area.

ECHO BASE (NEUTRAL)



LOCATION: M,8

AVAILABLE HERE:

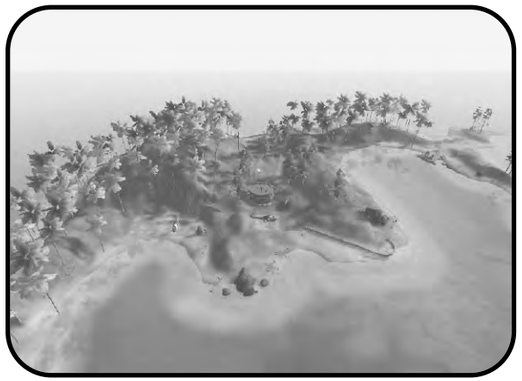
- **2 Fast Attack Vehicles**
- **1 Armored Patrol Boat**
- **4 Zodiacs**
- **4 Civilian Boats**
- **4 Emplaced Machine Guns**
- **Armory**

The central objective is usually a toss up between the two teams. It goes to the team that gets there first with the most troops. The bunker is in the middle of the island protected by jungle. The docks in the northeast and southwest provide boats.





FOXTROT BASE (REBELS)



LOCATION: Q,7

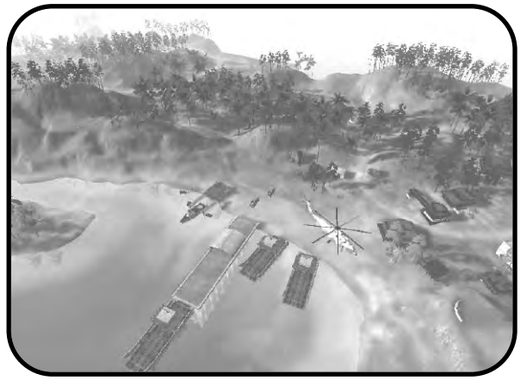
AVAILABLE HERE:

- **2 Super Pumas**
- **1 Armored Patrol Boat**
- **2 Zodiacs**
- **1 Civilian Boat**
- **4 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the Rebels' forward base. The Rebel default spawn point is also on this island. Even the limited number of vehicles allows the Rebels to grab a couple of the objectives right from the start.



GOLF BASE (REBEL)



LOCATION: S,3

AVAILABLE HERE:

- **2 Super Pumas**
- **1 Halo**
- **4 BTRs**
- **2 Armored Jeeps**
- **1 Armored Patrol Boat**
- **3 Large Amphibious Assault Boats**
- **3 Zodiacs**
- **8 Emplaced Machine Guns**
- **4 Emplaced Grenade Launchers**
- **Armory**

This is the main Rebel base with many different types of vehicles. From here, the Rebels can stage large assaults. Have most of your team spawn here at the mission's start, and load up to take your vehicles into battle.





Mission Strategies



Long distances over open ocean make helicopters an important means of getting around quickly.

This is a very large map consisting of many small islands with lots of water all around. As with most advance and secure missions, the key to victory is a good start. Take two of the objectives right at the beginning. It's almost impossible to take all three unless the other team is incompetent. The nearest objective is usually a given, and the center objective is yours if you act quickly. Both groups should stage from the forward base and head out by boat and helicopter to grab the bunkers before the enemy does. Once you have control, spawn reinforcements right onto those islands to hold them.



While not armed or armored, the civilian boats you find work well for getting from island to island or for going around an island to attack from a different direction.

Until one side captures all three objectives, the fight rages around these islands. Most of the vehicles must come from the main bases, so while your ground troops are fighting, use your boats and helicopters to blockade the enemy. Patrol boats carrying engineers with Stinger missiles can sink enemy boats as well as shoot down enemy helicopters.



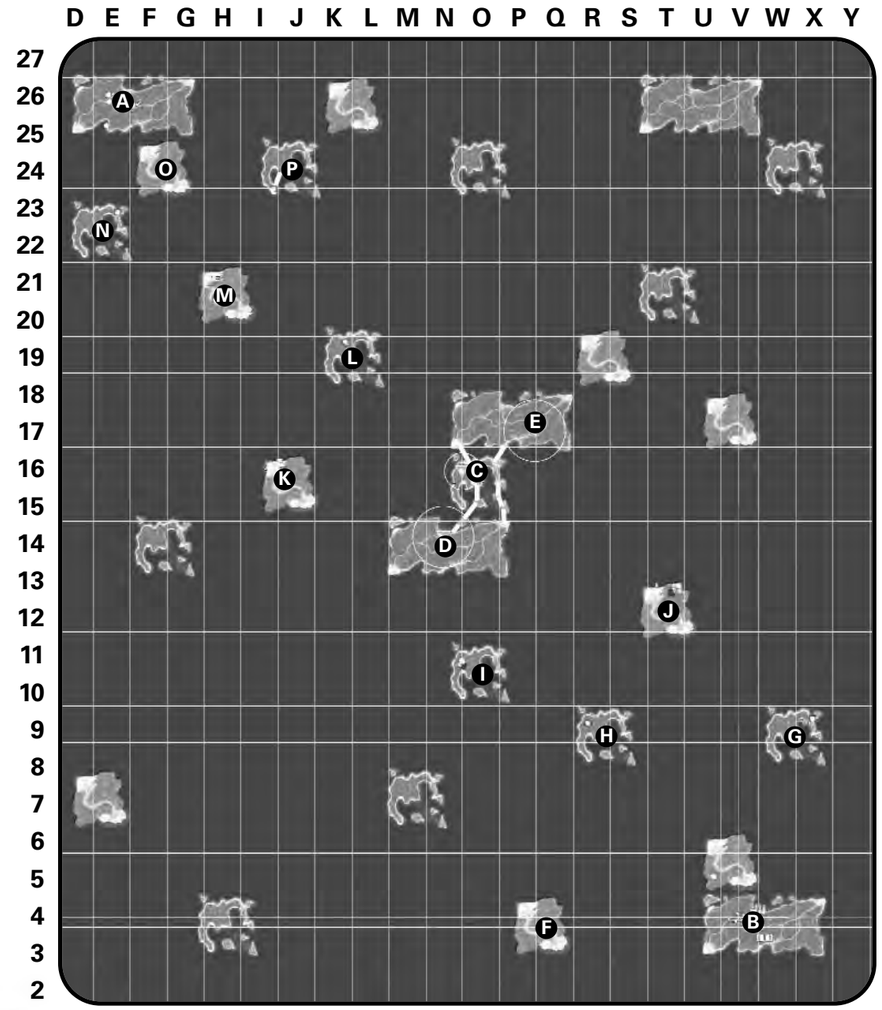
When attacking a bunker, use the cover of the jungle. This often allows you to get close. Use grenade launchers and other heavy weapons to clear out the bunker so your team can rush in.

After you have all three objectives under your control, concentrate on the enemy's forward base. They must defend this one point. However, you have three bases that can be captured, so you must not only secure all three objectives, but also put together an attack force that can overwhelm the enemy base. The sooner you capture the enemy base, the sooner the objectives are safe. Be careful and defend the enemy's forward base once you capture it. The enemy's default spawn point is on this island, and they can attack this base easily without having to fly or sail there. The main enemy base is the toughest nut to crack, due to the distance from your main base and the fact that the enemy can quickly reinforce this base by spawning there.



Straits of Malacca

MISSION TYPES: **AAS**



Briefing

Time: 2000

Visibility: 950–1,000m

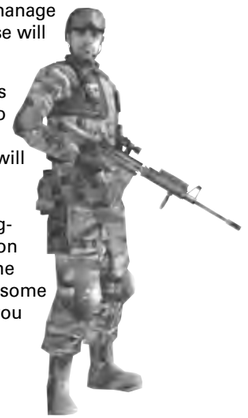
Weather: Clear

MAP LEGEND

A	Wolfhound Base	I	Minerva Hill
B	New Galahad Base	J	Rochambeau Estate
C	Dovetail Ruins	K	Talisman Beach
D	Musket Cove	L	Buffalo Seaport
E	Iceberg Heights	M	Barbarossa Ranch
F	Collins Island	N	Mellon Harbor
G	Indigo Beach	O	Little Switch Island
H	Backhander Mountain	P	Ghost Zone Ruins

An enormous series of islands, channels, and ocean that spans more than 50 square kilometers, the Straits of Malacca present an administrative challenge for even a professional army. A massive force is required to mount a significant offensive over such a large region.

The distances between bunkers is great, but if you deploy from the front, you may not have the firepower to make headway. Organize a substantial force at the base camp, where several vehicles are available. The team that can effectively manage troops over a large expanse will emerge victorious.



If you need a ride, press F9 to bring up your radio macros, then press 6. Everybody on your team will get your message, and teammates controlling vehicles will see you designated with a special icon on their spin map. If you're the one with the vehicle, pick some soldiers up—they'll give you extra firepower.



Camps and Bases

NEW GALAHAD BASE (JO)



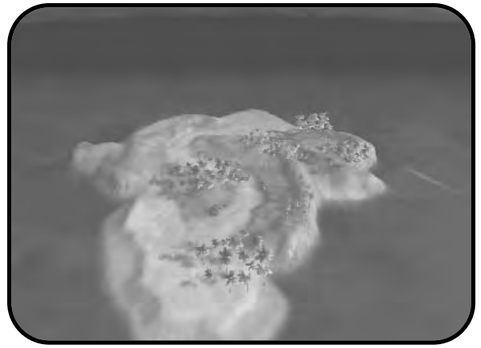
LOCATION: V,4

AVAILABLE HERE:

- **2 Black Hawks**
- **1 Chinook**
- **6 Strykers**
- **6 Armored Attack Vehicles**
- **3 LCACs**
- **2 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

This is the main Joint Ops base. The Strykers and AAVs are all ready for loading aboard the LCACs. However, you may want to load up a couple AAVs onto the Chinook. Load everyone up here and then send the helicopters and LCACs toward the objectives.

COLLINS ISLAND (JO)

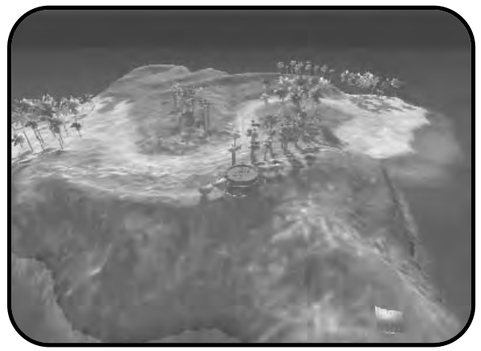


LOCATION: Q,4

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

WATCHTOWER POINT (JO)

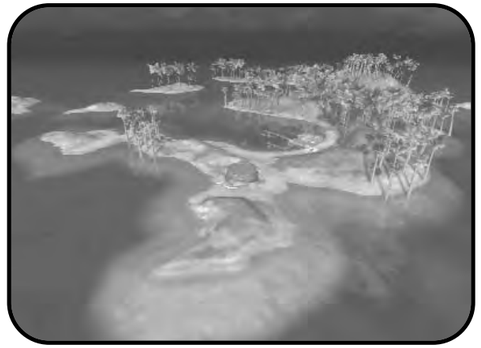


LOCATION: U,5

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

INDIGO BEACH (JO)

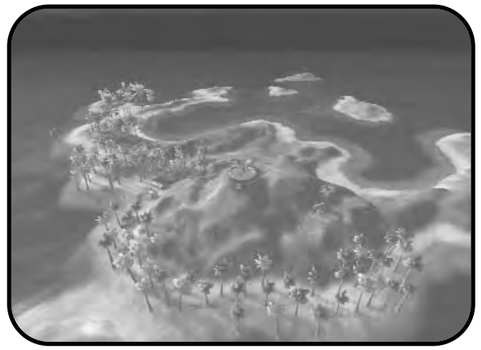


LOCATION: X,8

AVAILABLE HERE:

- **7 Zodiacs**
- **3 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

BACKHANDER MOUNTAIN (JO)

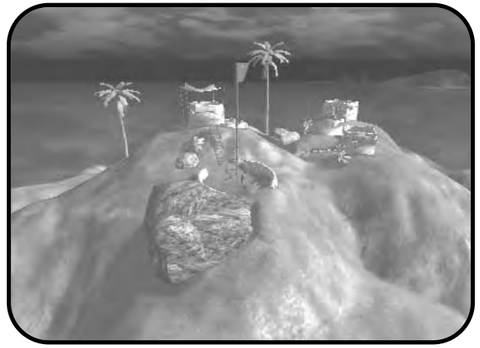


LOCATION: R,9

AVAILABLE HERE:

- **4 Emplaced Machine Guns**
- **1 Emplaced Grenade Launcher**
- **Armory**

MINERVA HILL (JO)

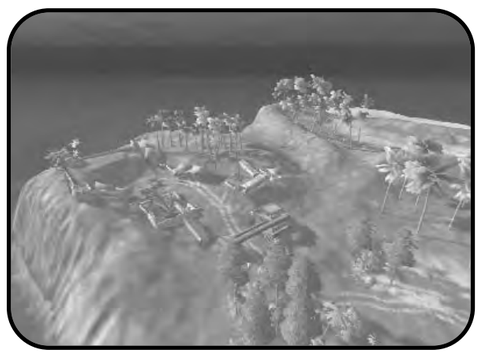


LOCATION: O,11

AVAILABLE HERE:

- **3 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

ROCHAMBEAU ESTATE (JO)



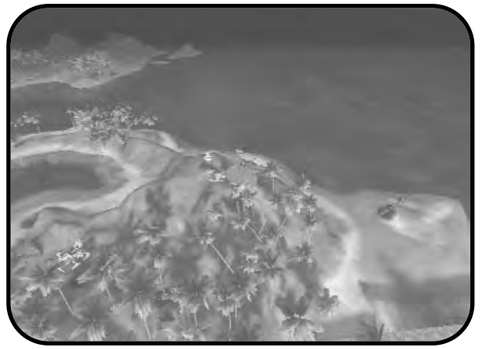
LOCATION: T,13

AVAILABLE HERE:

- **1 Black Hawk**
- **2 Armored Attack Vehicles**
- **1 LCAC**
- **3 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

This is the Joint Ops forward base. Luckily it has a bit of offensive power. Load the AAVs onto the LCAC and send it along with the Black Hawk toward the objectives.

DOVETAIL RUINS (NEUTRAL)



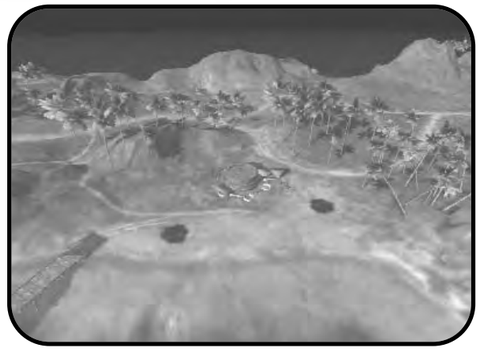
LOCATION: O,16

AVAILABLE HERE:

- **1 Armored Attack Vehicle**
- **5 Emplaced Machine Guns**
- **2 Emplaced Grenade Launchers**
- **Armory**

The three objectives, all in the map's center, are separate islands connected by bridges. If you land vehicles on one island, you can access the other two without having to board your transports again.

MUSKET COVE (NEUTRAL)

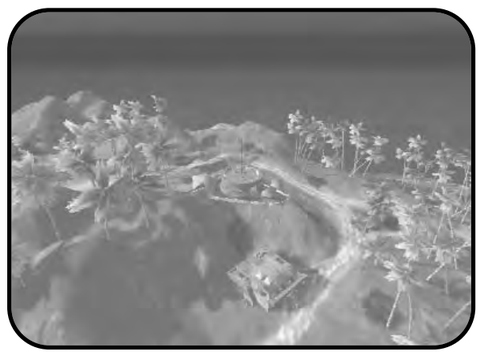


LOCATION: N,14

AVAILABLE HERE:

- 1 Armored Attack Vehicle
- 1 Emplaced Machine Gun
- 2 Emplaced Grenade Launchers
- Armory

ICEBERG HEIGHTS (NEUTRAL)

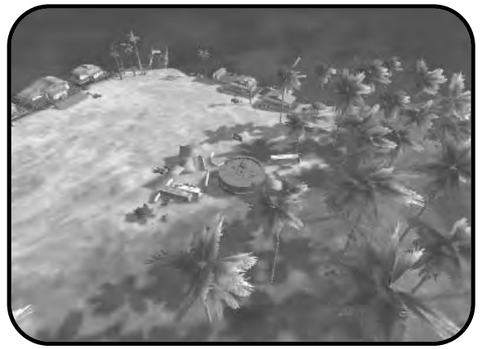


LOCATION: P,17

AVAILABLE HERE:

- 9 Emplaced Machine Guns
- 1 Emplaced Grenade Launcher
- Armory

TALISMAN BEACH (REBEL)



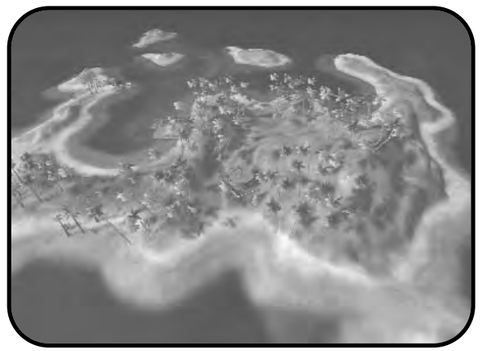
LOCATION: J,16

AVAILABLE HERE:

- 4 Armored Jeeps
- 1 Large Amphibious Assault Boat
- 3 Zodiacs
- 1 Civilian Boat
- 3 Emplaced Machine Guns
- 1 Emplaced Grenade Launcher
- Armory

The Rebels' forward base has the vehicles to send an assault force against the objectives at the mission's start.

BUFFALO SEAPORT (REBEL)

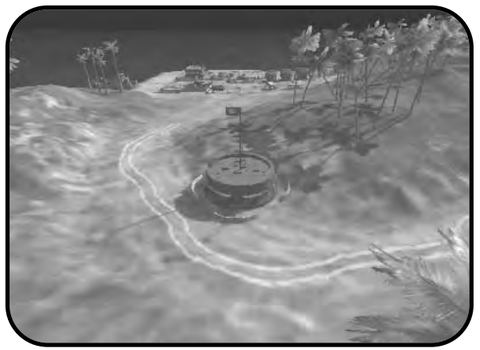


LOCATION: K,19

AVAILABLE HERE:

- 2 Armored Patrol Boats
- 3 Zodiacs
- 3 Emplaced Machine Guns
- 1 Emplaced Grenade Launcher
- Armory

BARBAROSSA RANCH (REBEL)



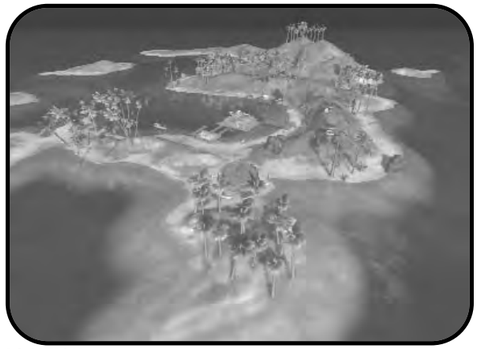
LOCATION: H,20

AVAILABLE HERE:

- 2 Super Pumas
- 5 BTRs
- 2 Armored Jeeps
- 3 Large Amphibious Assault Boats
- 7 Emplaced Machine Guns
- 1 Emplaced Grenade Launcher
- Armory

This island has more vehicles for assaulting the objectives as well as enemy-controlled bases.

MELLON HARBOR (REBEL)



LOCATION: E,23

AVAILABLE HERE:

- 1 Armored Patrol Boat
- 4 Zodiacs
- 4 Emplaced Machine Guns
- Armory

LITTLE SWITCH ISLAND (REBEL)



LOCATION: G,24

AVAILABLE HERE:

- 4 Emplaced Machine Guns
- 1 Emplaced Grenade Launcher
- Armory

OSCAR BASE (REBEL)



LOCATION: I,24

AVAILABLE HERE:

- **1 Armored Patrol Boat**
- **5 Zodiacs**
- **3 Emplaced Machine Guns**
- **3 Emplaced Grenade Launchers**
- **Armory**



REBEL MAIN BASE (REBEL)



LOCATION: E,26

AVAILABLE HERE:

- **1 Halo**
- **2 Super Pumas**
- **5 BTRs**
- **5 Armored Jeeps**
- **5 Emplaced Machine Guns**
- **Armory**

This is the main Rebel base. While it has many good ground vehicles, it has only one Halo to carry some of the jeeps. If you want to get the BTRs into the battle, they must swim on their own unless you bring some amphibious assault boats to pick them up.

Mission Strategies

This mission is set on the game's largest map. It takes a while to traverse even by helicopter at high speed. Unlike many other missions where the two sides are roughly equal, here each side has its own strengths and weaknesses.

The Joint Ops soldiers are at a bit of a disadvantage because they lack patrol boats. While they have LCACs in good positions, they must protect them either with Black Hawks or with the vehicles they carry. Take an engineer with Stingers, or the LCACs will be sitting ducks for enemy helicopter attacks.

The Rebels, on the other hand, should use their patrol boats to seek out the enemy boats and sink them. Each LCAC full of vehicles sunk severely hurts the Joint Ops effort. Furthermore, many of the Rebel-controlled bases have boats that allow them to go on the offensive, even if it's just a small team in a Zodiac.

No matter which side you're playing, get large amphibious assault forces loaded up and sailing toward the objectives. From your forward base, send as much as you can to take at least one objective, if not two. If you can get two, hold until your large assault force arrives.

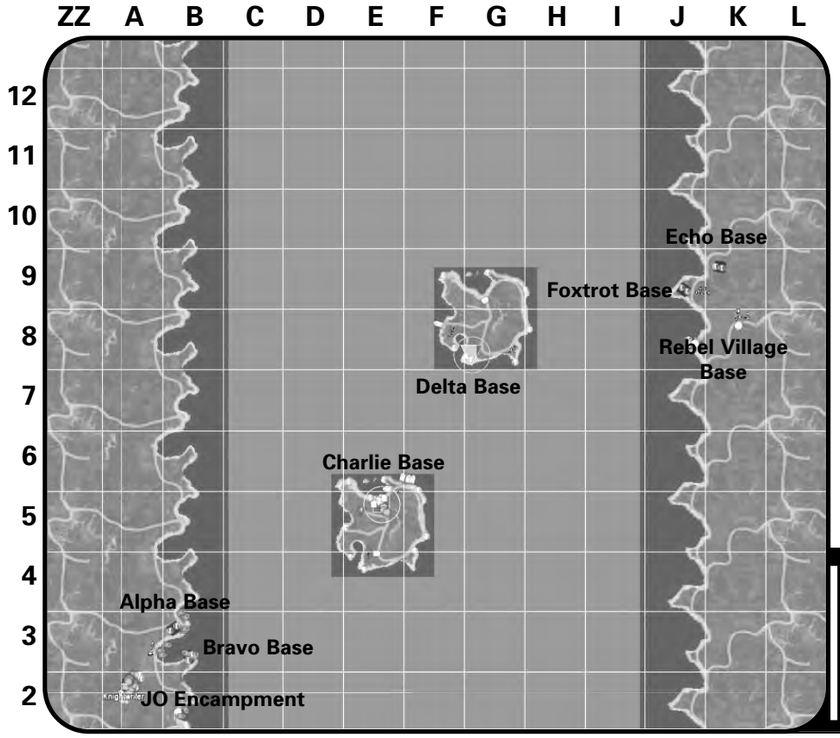
Once one side has control of all three objectives, the other side's forward base becomes part of the front. Taking this forward base means the attacker does not have to worry about defending all three objectives. After the forward base is taken, the front shrinks to one island for each team. It then becomes an island-hopping battle as each side holds its base while trying to take the enemy's.

Because the Joint Ops team gets quite a bit stronger as it advances, speed is important. Most of the Rebel bases have vehicles that the Joint Ops team can use (denying the Rebels use of them as well). The same is not true for Rebel advances because many Joint Ops bases—except the forward base and the main base—have few or no vehicles.



Bumbu Channel

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 1500

Visibility: 875–915m

Weather: Clear

Two neighboring islands are perched within a broad saltwater channel. While scouting the area, our forces spotted the enemy setting up a hasty defense. We've organized on the closest island in preparation for a battle to gain control of the territory on the channel's far shore.

Gunboats are available at the island base, but to gain a substantial advantage in firepower, bring Strykers or BTRs forward via the team's large water vessels. Bring an engineer with Stingers along to keep your boat safe from attack choppers. Get enough armor onto the enemy island, and it should quickly fall.

A patrol boat with a full crew can provide itself with cover when attacking a base. While at a distance, have an engineer fire mortars at the objective. By the time the crew gets within effective range of its emplaced weapons, the mortar rounds should start to drop in, providing a deadly distraction.



Camps and Bases

JOINT OPS ENCAMPMENT (JO)



LOCATION: A,2

AVAILABLE HERE:

- **1 Black Hawk**
- **1 Little Bird Slick**
- **6 Strykers**
- **1 Armored Attack Vehicle**
- **5 Amphibious ATVs**
- **2 LCACs (to the east)**
- **4 Emplaced Machine Guns**
- **Armory**

The main Joint Ops base has plenty of vehicles for an assault on the enemy. Load the ground vehicles onto the LCACs and get going. Use all of the LCACs instead of loading just a couple, because you don't want to put all your Strykers into one LCAC and have the enemy sink it. Spread out your firepower.



ALPHA BASE (JO)



LOCATION: B,3

AVAILABLE HERE:

- **1 LCAC**
- **4 Zodiacs**
- **2 Emplaced Machine Guns**
- **Armory**

This mainland bunker comes into play only if the rebels capture the Joint Ops island base.

BRAVO BASE (JO)



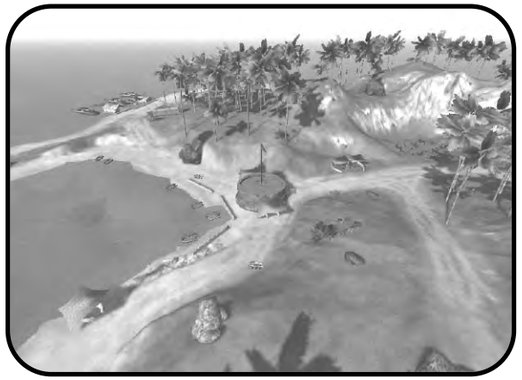
LOCATION: B,3

AVAILABLE HERE:

- **1 LCAC**
- **2 Mark Vs**
- **4 Zodiacs**
- **2 Emplaced Machine Guns**
- **Armory**

This second bunker is the first one that can be captured. Because the two bunkers are in close proximity, they can support one another during an attack. The Mark Vs from here can escort your LCACs or go after enemy patrol boats.

CHARLIE BASE (JO)



LOCATION: E,5

AVAILABLE HERE:

- **1 Little Bird Slick**
- **2 Armored Attack Vehicles**
- **5 Amphibious ATVs**
- **3 Mark Vs**
- **8 Zodiacs**
- **9 Emplaced Machine Guns**
- **Armory**

You have enough boats as well as a helicopter to make an attempt on the enemy island. Or you can concentrate on defending your island until the assault force arrives from the mainland and harass the enemy with your Mark Vs.

DELTA BASE (REBEL)



LOCATION: G,8

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **2 Armored Jeeps**
- **5 Amphibious ATVs**
- **2 Armored Patrol Boats**
- **8 Zodiacs**
- **8 Emplaced Machine Guns**
- **Armory**

The rebel island base has some offensive capability. However, if you decide to go after the Joint Ops force, leave some troops behind to defend your base.

ECHO BASE (REBEL)



LOCATION: K,9

AVAILABLE HERE:

- **2 Armored Patrol Boats**
- **4 Zodiacs**
- **2 Emplaced Machine Guns**
- **Armory**

This is one of two bunkers on the mainland. This one, overlooking a dock with some patrol boats, becomes the front if the Joint Ops team captures the rebel island base.

FOXTROT BASE (REBEL)



LOCATION: J,9

AVAILABLE HERE:

- **4 Zodiacs**
- **2 Emplaced Machine Guns**
- **Armory**

This is the second mainland bunker base. If the Joint Ops team captures it, the mission is over.



REBEL VILLAGE BASE (REBEL)



LOCATION: K,8

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Super Puma**
- **6 BTRs**
- **1 Armored Jeep**
- **5 Amphibious ATVs**
- **4 Large Amphibious Assault Boats**
- **Armory**

The enemy cannot capture this base, so don't spend resources to defend it. Instead load up all the vehicles here and use them to assault the Joint Ops island base, then their mainland bunkers.

Mission Strategies



Load up the Mark Vs with amphibious ATVs so you can land them on the enemy island and attack by land and sea.



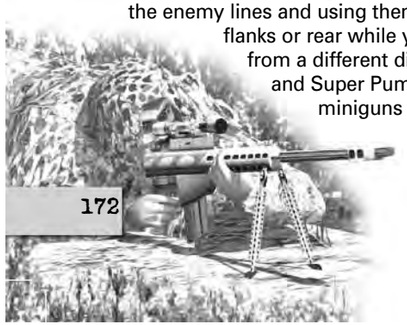
Patrol boats play an important role in this mission. If you include an engineer or two with Stingers on each boat, you can pretty much deny the enemy the ability to move troops and vehicles from the mainland to the islands. The Joint Ops Mark V has a slight advantage over the rebel patrol boat. It has an extra grenade launcher, plus you can drive an amphibious ATV or two onto the Mark V's deck and carry the vehicles for a quick raid. The ATVs can even drive off while the Mark V is still in motion and providing fire support for the landing.



Sink the enemy's boats and take control of the seas. Use your patrol boats to bombard the enemy bunkers and other defenses.

The key to this mission is to take the enemy-held island. You want to land your armor on the enemy island without the enemy armor making it to either island. Therefore, use your patrol boats to sink the enemy landing craft while they are still out at sea.

Helicopters can be great for landing troops behind the enemy lines and using them to hit the enemy in the flanks or rear while your main assault comes from a different direction. The Black Hawk and Super Puma can also use their miniguns for air support.





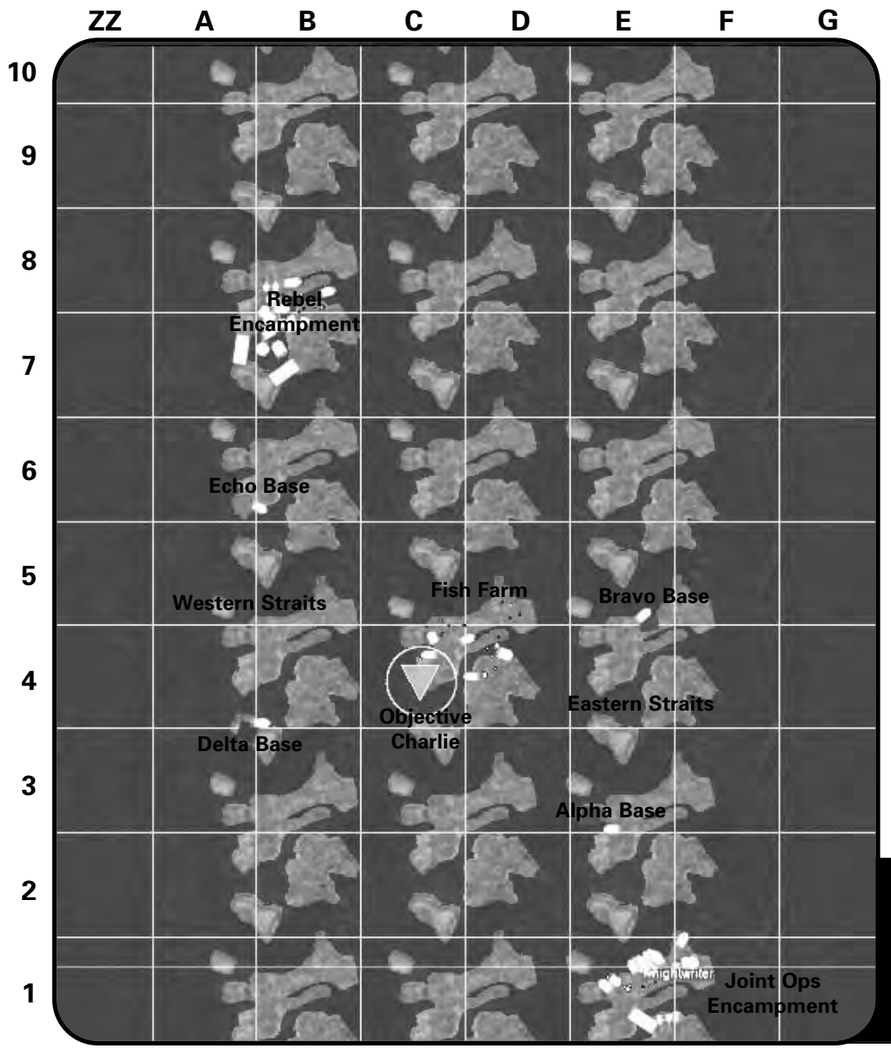
Don't be afraid to use the amphibious ATVs during this mission. Used correctly, they can be quite effective for small areas of dry land.

Because of the short distances on land, the amphibious ATVs are quite useful for hit-and-run raids and just for getting around quickly. Take along a gunner in the front passenger seat and another soldier in the back, and you have a lot of firepower coming from such a small vehicle.



Kartone Narrows

MISSION TYPES: **AAS**, TD, TKOH



Briefing

Time: 700

Visibility: 700m

Weather: Clear

Kartone is renowned for its high sheer cliffs. Opposing Rebel and Joint Operations forces headed for the region find one of the most dramatic environments of the Indonesian theater.

If you travel by Zodiac, don't go it alone or you'll be an easy target. Patrol boats can hit the hills with devastating covering fire, so carry some rockets if possible. The small transport helicopters are extremely useful if you fly around the action. Otherwise, a Stinger will probably take you out.

When choosing your weapons loadout, pay attention to your total weight, displayed at the bottom of the armory menu. The more you weigh, the slower you run. If you're planning to stick and move, make sure you can run faster than the soldiers who'll be chasing you. As you use ammunition, your weight is accordingly reduced, so if you need to get out of someplace in a hurry, dump your flashbangs, grenades, and other unnecessary munitions.

Camps and Bases

JOINT OPS ENCAMPMENT (JO)



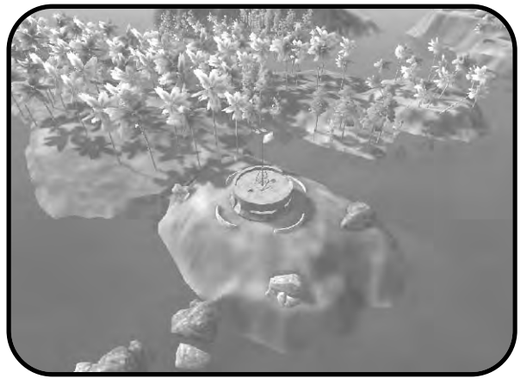
LOCATION: E,1

AVAILABLE HERE:

- **2 Little Bird Slicks**
- **2 Amphibious ATVs**
- **5 Mark Vs**
- **7 Zodiacs**
- **1 Emplaced Machine Gun**
- **Armory**

The Joint Ops main base is the place to spawn if you want vehicles other than Zodiacs. While the selection is still limited, medium and large ground vehicles are unnecessary on this map.

ALPHA BASE (JO)



LOCATION: E,3

AVAILABLE HERE:

- **2 Zodiacs**
- **Armory**

While there is not much at this base, it is almost the same distance from objective Charlie as Bravo Base is. Therefore, spawn two Zodiacs' worth of troops here at the start and send them to take control of the objective. This bunker is also the last in the line of battle, so don't let the Rebels capture it or the mission is over.



BRAVO BASE (JO)



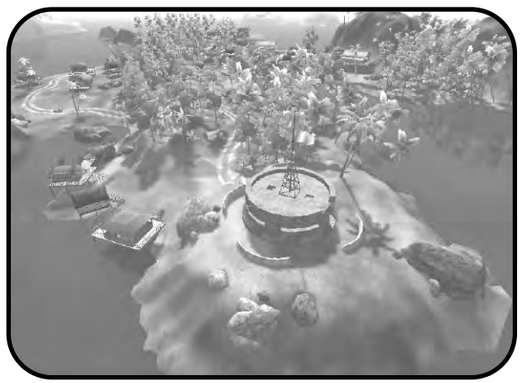
LOCATION: B,5

AVAILABLE HERE:

- **2 Zodiacs**
- **Armory**

This is the Joint Ops forward base. The two Zodiacs here can get your troops to the objective right at the mission's start. This bunker becomes the front if the Rebels take control of the objective. In that case, hold this island while you send assault forces from the main base.

OBJECTIVE CHARLIE (NEUTRAL)



LOCATION: C,4

AVAILABLE HERE:

- **1 Amphibious ATV**
- **4 Zodiacs**
- **1 Civilian Boat**
- **Armory**

At the beginning of the mission, both sides will be racing for the only neutral bunker. This base does not offer much else other than an ATV and some boats.

DELTA BASE (REBEL)



LOCATION: B,4

AVAILABLE HERE:

- **2 Zodiacs**
- **Armory**

The Rebels' forward base is a bit closer to the objective than other bases due to the lay of the waterways. A fast, well-trained force staging from this base can secure objective Charlie before anyone else.



ECHO BASE (REBEL)



LOCATION: A,6

AVAILABLE HERE:

- **2 Zodiacs**
- **Armory**

While Delta Base is a bit closer to the objective, you should still stage a couple of Zodiacs from this base to help support the capture of objective Charlie. Other than that initial push, you don't really need to use this base unless the Joint Ops push hard and take both Charlie and Delta, making this the front. Don't let the Joint Ops capture this base or the mission is over.

REBEL ENCAMPMENT (REBEL)



LOCATION: B,7

AVAILABLE HERE:

- **2 NBO-105 Slicks**
- **2 Amphibious ATVs**
- **5 Armored Patrol Boats**
- **6 Zodiacs**
- **Armory**

The main Rebel base holds most of the vehicles and the firepower necessary to take control of the map. Most troops should spawn here. Because it cannot be captured, don't leave soldiers to guard it.

Mission Strategies



Race for objective Charlie at the beginning of the mission in Zodiacs.

With the exception of a handful of helicopters and ATVs, this mission is almost entirely naval. While the mission requires control of various bases, the side that controls the waterways around the small islands is the side that will win. Patrol boats take on a great importance not only for sinking enemy shipping, but also for bombarding enemy ground positions. Don't forget to use them to transport troops as well.

TIP

If you are a passenger on a patrol boat, do not sit in one of the seats—even if all weapons are being manned. Take a position on the deck and add your firepower to the boat's total.



Fly your helicopter low and away from the action to avoid being shot down. Without any weapons of their own, the slicks are only for ferrying troops into the action.

At the beginning of the mission, before the patrol boats can really get into it, both sides should send Zodiacs full of troops from their two bunker bases toward objective Charlie. Whoever gets there first must then hold off the other side until reinforcements from the main base arrive.



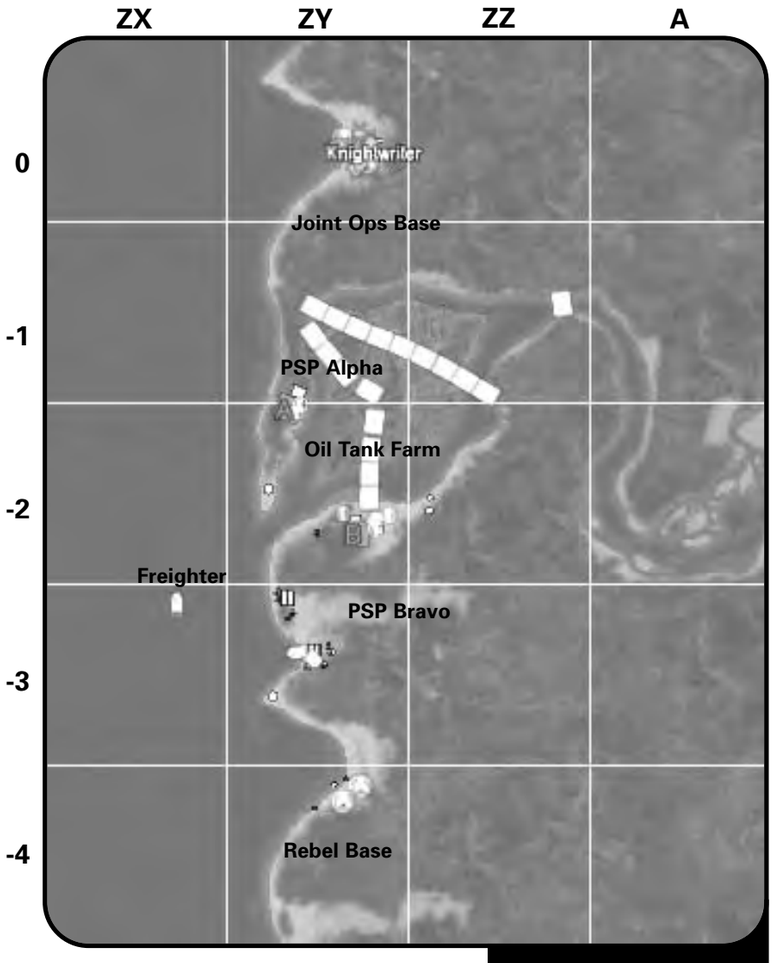
Mortars can be extremely useful in reducing the enemy's defenses around a bunker prior to an assault. Position them, as well as snipers, on islands without bunkers or bases so they are out of the main fighting but still able to contribute from the fringes.

None of the bunkers have emplaced weapons. Therefore, gunners and riflemen with rocket launchers are extremely important for defense. Keep most of your defenders low and away from the bunker because as a known position, it attracts patrol boat fire and mortar bombardment. Engage patrol boats with the rocket launchers before they can land their troops, and use gunners as emplaced machine guns. A few engineers with Stingers help prevent the enemy from landing any troops by air.



Kabil Oil Tank Farm

MISSION TYPES: **TD**, TKOH



Briefing

Time: 0400

Visibility: 1,000m

Weather: Clear

Oil tanks crowd a shallow coastal valley. Without this supply, the enemy's navy will be crippled. To win the fight, wipe out the opposing soldiers.

The rises surrounding the valley are just high enough to give snipers a line of fire—if they can shoot through the palms. There are plenty of places for the enemy to hide, from the ramshackle complex on the shore to the squat oil silos. It's better to remain on foot than to jump in a helicopter and let your foe take four soldiers down with a couple Stingers.

Looking down your weapon's sights is a good idea. You can get a bead on distant targets, and your accuracy is enhanced. Don't overdo it though—when you need a wide field of view or fast movement, keep your weapon by your hip.

Spawn Points

JOINT OPS BASE

LOCATION: ZY,0

AVAILABLE HERE:

- **1 Little Bird Slick**
- **2 Fast Attack Vehicles**
- **2 Zodiacs**
- **Armory**

PSP ALPHA

LOCATION: ZY,-2

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **Armory**

PSP BRAVO

LOCATION: ZY,-2

AVAILABLE HERE:

- **1 Truck**
- **2 Emplaced Machine Guns**
- **Armory**

REBEL BASE

LOCATION: D,10

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **2 Armored Jeeps**
- **2 Zodiacs**
- **Armory**

Hints and Tips



Capture at least one PSP right at the start.

This mission takes place at night, so you must use your night vision goggles—especially at the beginning. It gets a bit lighter as the mission progresses and the sun begins to rise. The key is to capture a PSP as quickly as possible. Use the helicopter to take a team to capture one at the start. Because both PSPs are in the oil tank farm area, hold at least one so you can spawn right into the battle.



The small oil barrels blow up when you shoot them.

There are only a few vehicles. The Zodiacs allow you to travel along the coast. Because both sides' bases are right on the water, a sniper or other class can camp out on the ocean and fire at enemies as they spawn at their base. Also, there is a freighter out in the ocean at ZX,-3. Tied up alongside it is a Zodiac. Fly some troops out there to pick it up or take one of your own Zodiacs.



The freighter off the coast offers an additional Zodiac.

Most of the fighting takes place in and around the oil tank farm. There are many tanks and other structures here. Avoid the small oil barrels. If they are shot, they explode and can kill anyone nearby. On the other hand, look for these barrels and then wait for enemies to walk by and blow them all up. In addition, stay away from lighted areas. Don't get between an enemy and a lighted area because you will be silhouetted, which allows the enemy to see and shoot at you.

The PSPs each have emplaced weapons nearby, allowing you to defend them from enemy capture. Keep a few guards near your PSP so the enemy can't take it without a fight. However, don't post your guards at the weapons. These known locations are a prime target for snipers, mortars, or the two working together.

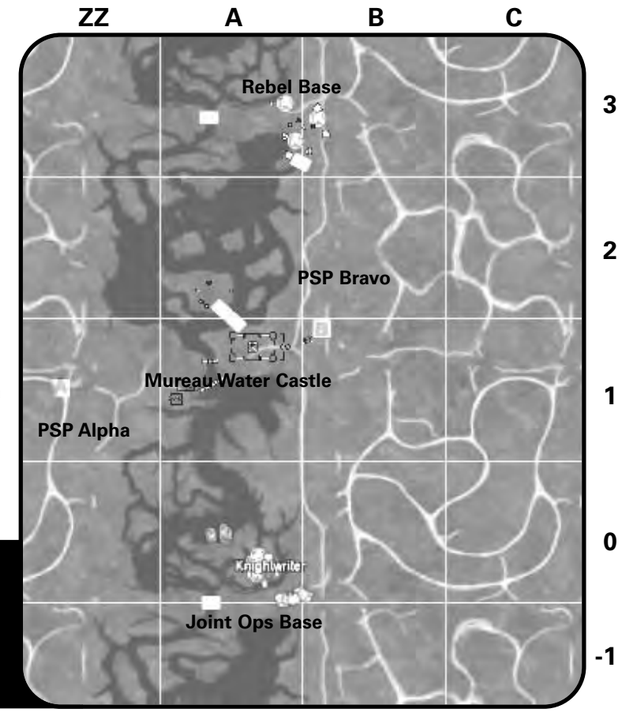
Mureau Water Castle

MISSION TYPES: **TD**, TKOH

Mureau castle was built for pleasure, not war, but both sides realize the strategic value of its sturdy walls. Heavy rains have flooded the plain, so bring a towel.

Expect heavy resistance at the castle, but if you can control the entry points, your team can control it. Once you do, the floodwaters slow down any siege, giving your team a chance to take out the foe from range. Attack choppers and APCs give a team outside the castle a good chance at wreaking some damage and winning the day.

When you know the enemy will be at a specific location, grab a target designator and let the engineers know where to mortar. Watching a teammate's rounds drop in, devastating a target you've specified, is supremely satisfying.



Briefing

Time: 0700

Visibility: 150m

Weather: Foggy

Spawn Points

JOINT OPS

LOCATION: A,0

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Little Bird Machine Gun**
- **2 Strykers**
- **4 Armored Attack Vehicles**
- **1 Truck**
- **5 Zodiacs**
- **Armory**

PSP ALPHA

LOCATION: ZZ,1

AVAILABLE HERE:

- **Nothing**

PSP BRAVO

LOCATION: B,1

AVAILABLE HERE:

- **Nothing**

REBELS

LOCATION: A,3

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Super Puma**
- **2 BTRs**
- **3 Armored Jeeps**
- **1 Truck**
- **5 Zodiacs**
- **Armory**

Hints and Tips



The Rebels can quickly grab PSP Bravo by driving down the road from their base.

In this mission, there are no vehicles or armories except those found at each side's base. Therefore, when you run low on ammo, you must return to your base.

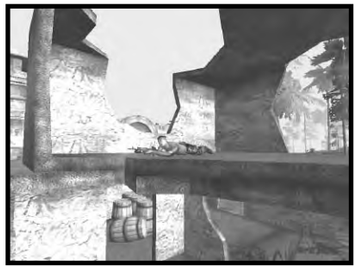
Each side has two helicopters. However, because of all the trees, it can be tough to find a spot to land troops—especially while under fire. The Joint Ops team has a Little Bird gunship that's great for making strafing runs. The Rebels, on the other hand, have the two manned miniguns on the Super Puma.



The castle offers many spots that provide both cover and excellent fields of fire.

The PSPs are in the map's middle, on opposite sides of the castle. The Rebels can quickly grab PSP Bravo with a short drive down the road from their base. However, watch out for trees growing in the middle of the road.

The castle complex provides some great close-quarters battle. There are walkways and towers around the outside and around the main building, which includes a high tower. From within the tower, snipers and other soldiers can shoot from firing-slits in the walls, allowing them to cover an area around the castle without much exposure to enemy fire.



Hide in the ruins and other structures and wait for the enemy to come to you. Nothing hurts a group of enemies worse than a rifle grenade dropped right in the middle of them.

Each side begins with several Zodiacs at their bases. A river runs straight down the map's middle, west of the castle and connecting the two bases. A riverborne assault on the enemy base is a good tactic because the enemy may not be expecting it and there are no emplaced weapons.

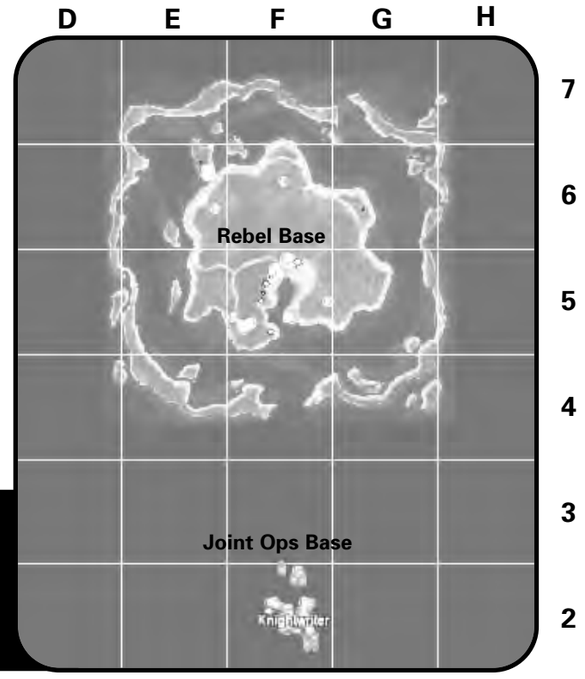
TIP

As a variant to this mission, and if both teams agree to it, try allowing one team two or three minutes to reach the castle and set up their defenses. Then, at the arranged time, the other team can try to assault the castle.

Awan Atoll

MISSION TYPES: **TD**, TKOH





Briefing

Time: 1900

Visibility: 600m

Weather: Clear

The ancient Pulau Rusa Atoll has been an Indonesian holy site for thousands of years. Inscriptions from the fourth century B.C.E. declare that the entire Indonesian island chain was born out of the atoll's lagoon. Winning control of this sacred spot is tantamount to winning the confidence of the Indonesian people.

While you can pilot boats and choppers directly into the lagoon, it makes you a sitting duck. Instead, take defensible ground positions in nearby fortifications, or just find a place to hide. If you plan on using a light attack vehicle, stay away from patrol boats which can quickly take you down. The APC is the most powerful vehicle on the island, so use it whenever possible. Try to find a teammate to work with. A gunner and driver working together can overpower a large number of infantry.

The most critical factor for successfully holding a zone is a skilled group of medics who can keep the soldiers in the zone alive and fighting. If your team needs a medic, head to an armory and switch classes.

When engaging the enemy, check the position of the sun. The glare can be blinding, so keep it in their eyes instead of yours. Use the sun to screen your approach, and if necessary, your escape.

Spawn Points

JOINT OPS

LOCATION: F,2

AVAILABLE HERE:

- **2 Little Bird Slicks**
- **1 Black Hawk**
- **1 Stryker**
- **3 Armored Attack Vehicles**
- **2 Amphibious ATVs**
- **2 Mark Vs**
- **1 LCAC**
- **2 Emplaced Machine Guns**
- **3 Emplaced Grenade Launchers**
- **Armory**

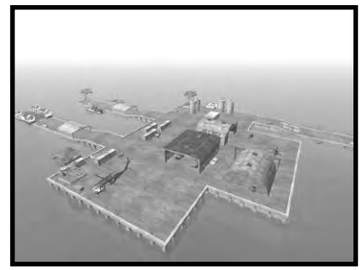
REBELS

LOCATION: F,5

AVAILABLE HERE:

- **1 BTR**
- **2 Armored Jeeps**
- **3 Amphibious ATVs**
- **2 Trucks**
- **1 Armored Patrol Boat**
- **3 Zodiacs**
- **8 Emplaced Machine Guns**
- **3 Emplaced Grenade Launchers**
- **Armory**

Hints and Tips



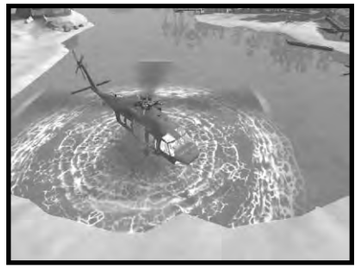
The Joint Ops base is this platform out at sea.

This mission is a Joint Ops assault versus a Rebel defense. The Joint Ops base is a platform out in the middle of the ocean while the Rebel base is the atoll itself.



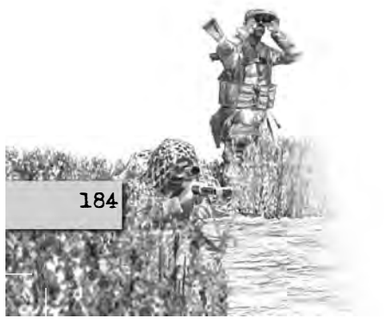
Fill up the LCAC before setting sail for the atoll.

The Joint Ops team should load the Stryker and all of the armored attack vehicles aboard the LCAC. Then set sail. The Rebels expect you to head for the main gap in the reef surrounding the lagoon on the south side. However, if you sail east and then north around the atoll, you can enter the lagoon through one of the openings in the northeast. Landing on the northern side of the island lets you avoid many of the enemy defenses. Sail your Mark Vs around and attack the enemy ashore and any that take to the boats.



The island is covered with trees. If you can't find a landing spot, drop off your troops in the water just offshore and let them wade onto the beach.

The Rebels have no helicopters. However, use their one patrol boat to go after the Joint Ops LCAC and sink it before it can reach the atoll. There are several emplaced weapons around the island, with most near the lagoon's southern part. The Rebels are best off if they can prevent the enemy from getting onto dry land. Position engineers with Stingers all around the island to shoot down any enemy helicopters that come into range. Gunners can lay down some heavy fire if the enemy tries to land in an area without emplaced weapons. The advantage the Rebels have is that they spawn right near the battle while the Joint Ops soldiers must travel across the ocean to get there.





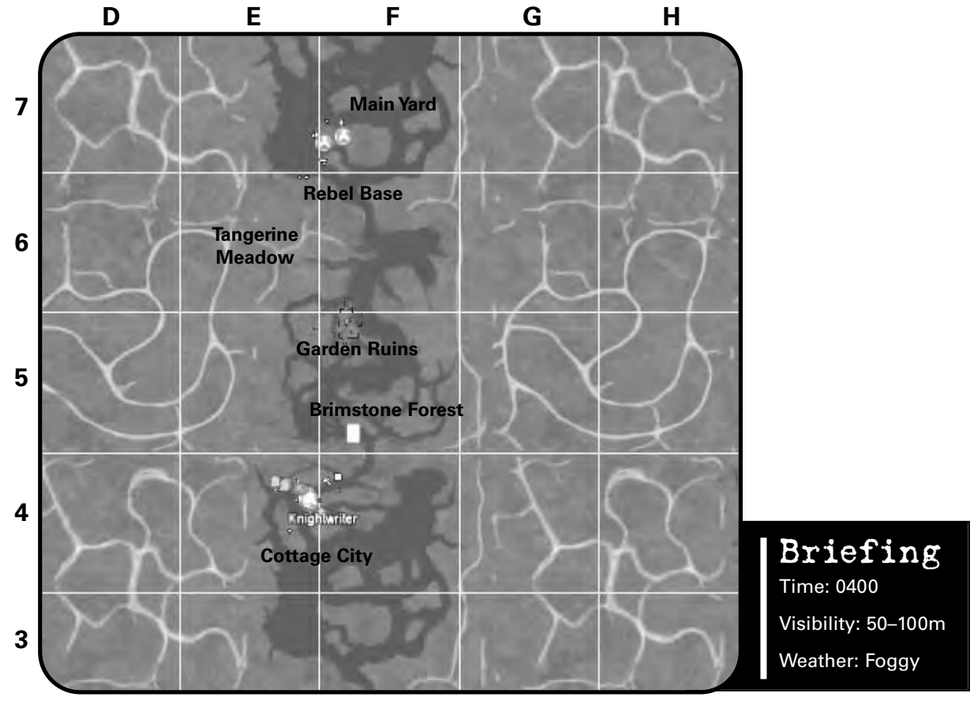
Emplaced weapons on the atoll give the Rebels some powerful defenses to repel the invasions.

There are no PSPs in this mission. Therefore, bring medics along—especially for the Joint Ops team—so you can revive your wounded and incapacitated right back into the battle without them having to spawn back at base.



Snake River Ruins

MISSION TYPES: **TD**, TKOH



Briefing

Time: 0400

Visibility: 50–100m

Weather: Foggy

Nobody knows the origin of the Kali Ular Ruins, but they're in the heart of the jungle that shares their name. A network of rivers and swampland penetrates the jungle—critical for smuggling weapons into the rebellion's hands.

Keep alert—weather conditions are against you and any non-tactical movement will draw unnecessary attention from a wary foe. Light ground and water transport is available, but the racket will eliminate any chance of slipping into the ruins undetected.

To spot enemies hidden in the thick foliage, employ your night vision goggles by pressing [N]. This enhances the visibility of nearby objects and people, but limits your depth perception. [Ctrl], combined with the [+] or [−] keys, adjusts the effect's intensity.

Spawn Points

JOINT OPS

LOCATION: E,4

AVAILABLE HERE:

- **4 Amphibious ATVs**
- **4 Zodiacs**
- **Armory**

REBELS

LOCATION: F,7

AVAILABLE HERE:

- **4 Amphibious ATVs**
- **4 Zodiacs**
- **Armory**

Hints and Tips



Use your night vision goggles in this mission.

This mission takes place at night. No PSPs are available, so the only place to spawn is at each team's respective base. As if that were not enough, there are only two types of vehicles—amphibious ATVs and Zodiacs. Of the two, the Zodiacs are probably a bit more useful because they are faster on the water. The main roads that run north-south on either side of the river allow you to travel by ATV rather quickly, but watch for trees that occasionally appear in the middle of the road.





The ATV's small size allows you to get through the many trees growing all over this map, including the middle of the road.

The fog layer that hangs over the map makes long range firing nearly impossible, putting snipers at a disadvantage. You need night vision goggles to maneuver, though it still can be difficult to see enemies unless they are fairly close. When in a firefight, use the spin map to see from which direction you are taking fire and then aim for the muzzle flashes.



The ruins in the middle of the map often end up being a battleground between the two sides.

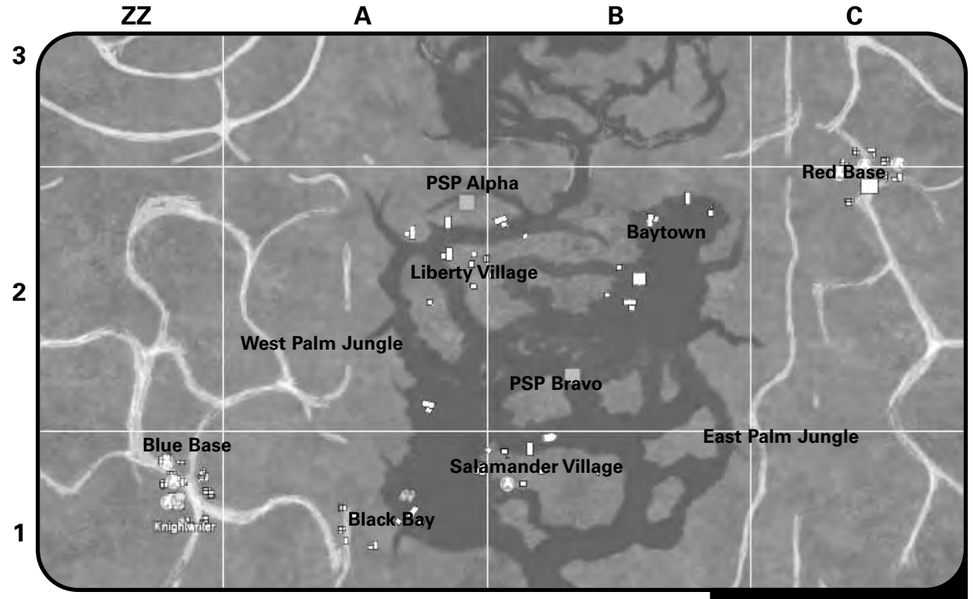
This is one mission where you want to keep moving. At night, your muzzle flashes give away your position. Therefore, after you fire a shot or two, move several meters away and then continue, while the enemy fires at where you were. Also consider using the MP5 silenced submachine gun. The fog makes engagement ranges rather short, and the silencer's flash suppressor makes you much harder to detect.

TIP

Because it's hard to see in this mission, try quietly sneaking up on enemies and using your knife or machete to increase the number of points you receive for a kill. Keep out your rifle or pistol and switch to your knife right before you need it. Therefore, if the enemy turns around, you can shoot rather than risk getting shot.

Banyan Forest

MISSION TYPES: **TD**, TKOH



The banyan trees and interwoven canals of this forest have been home to indigenous tribes for millennia. Their shanties blend into the environment, and their creaky wooden walkways crisscross the terrain knowingly. The tribe has asked the Indonesian government to protect them from the Rebels, and JO forces have been sent in.

The great banyan trees offer dense concealment, but not much cover. If you suspect an enemy is hiding in the trees, toss a grenade into the suspected flora. When moving into the forest center, avoid the walkways and stay hidden.

Don't forget about your blade. It's silent, and when properly used, incredibly lethal. Use it when you want to remain undetected. Be sure to have your target centered in your screen. Knifed foes cannot be revived by medics.

Briefing

Time: 1600

Visibility: 125–150m

Weather: Cloudy

Spawn Points

BLUE BASE (JOINT OPS)

LOCATION: D,5

AVAILABLE HERE:

- **4 Amphibious ATVs**
- **2 Civilian Boats**
- **Armory**

PSP ALPHA

LOCATION: A,2

AVAILABLE HERE:

- **Nothing**

PSP BRAVO

LOCATION: B,2

AVAILABLE HERE:

- **Nothing**

RED BASE (REBELS)

LOCATION: C,2

AVAILABLE HERE:

- **4 Amphibious ATVs**
- **2 Civilian Boats**
- **Armory**

Hints and Tips



Walking on the footbridges keeps your boots dry. However, this also puts you above the concealment of the foliage and often gets you killed. Stay low and in the mud to stay alive.

The map for this mission is quite small. The two bases where the teams spawn are only about 900 meters apart. However, in-between is a swampy lake and small rivers crossed by numerous footbridges and walkways. Neither side has helicopters, which is fine because there are not many places to land. The vehicles are limited to the ATVs and Zodiacs. While the ATVs may not be glamorous or have weapons, they are perfect for getting around this mission. Just watch out for the trees.



The Civilian Boats allow you to quickly cross the lake. Travel at high speeds because you are out in the open.

The two PSPs are in the middle of the map. Neither has an armory or any vehicles. However, they do allow you to spawn closer to the fight. If you need to reload or change your weapons, visit the Village South where you find an armory and a Zodiac.



There is a lot of cover near the structures. Use tires and anything else to help protect you from enemy fire.

The many buildings and structures offer good spots for ambushes. If you are playing as a rifleman, take a rifle with a grenade launcher attached. Lob a grenade into a building from a distance if you think an enemy might be hiding inside.

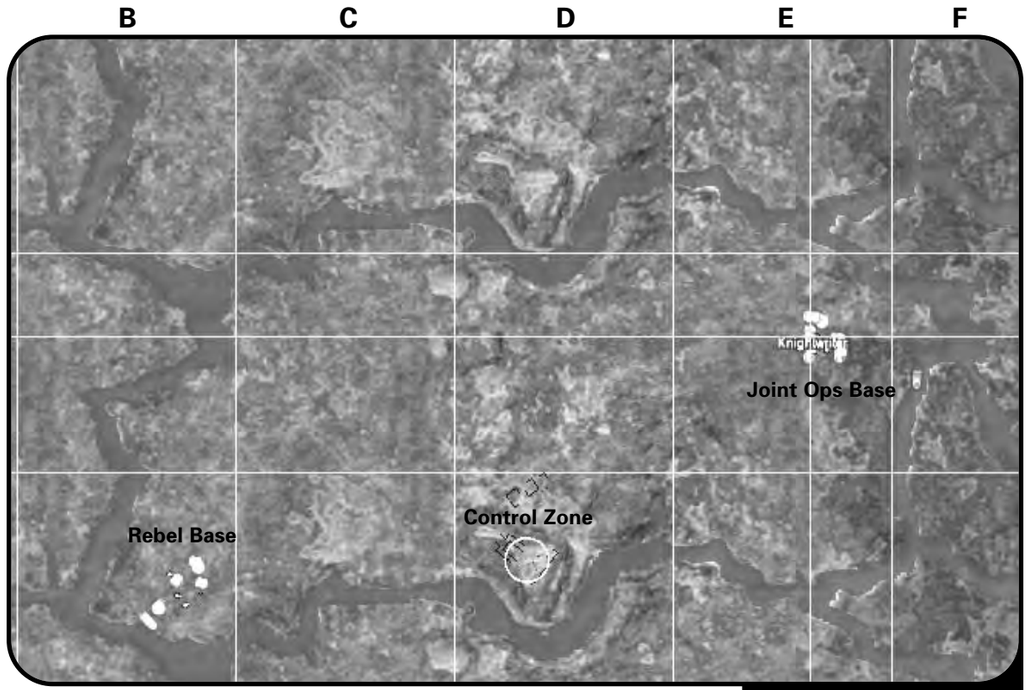
While mortars are not allowed in this mission initially, if your server is set to allow all weapons, they can be powerful. You can fire halfway across the mission area, allowing you to hit both PSPs from your home base. Therefore, if you see a PSP about to change, lob a few shells at it and you might take out the enemy there.

TIP

After taking control of a PSP, place some claymores around it. Any enemy who tries to change control of it will get a big surprise.

Hilltop Excavation

Mission Types: **TKOH**, TD



Briefing

Time: 1500

Visibility: 300m

Weather: Clear

The Joint Ops forces have been asked to secure an excavation site containing valuable artifacts. Rebels are fiercely defending this cultural site. An excavation site on an ancient burial ground is not a place either side would choose to do battle, but when bullets fly, the line between the living and the dead blurs.

The hill's vertical southern face protects the site from most, but not all, attempts to assault from that direction. If you're charged with holding the area, try to deny your foe a line of fire—stay low. A gunner's massive suppressive fire slows down an oncoming attack, so keep them on hand. Snipers quickly eliminate soldiers who dally on the hilltops, so pick your moment to take the high ground. To get past a sniper, pop some smoke and use it for concealment. A patrol boat's firepower helps you rack up the frags.

Just being in the zone doesn't mean you're doing the most for your cause. The unsung hero provides suppressive fire from beyond the zone's perimeter. The winning team receives more points than the losers do. When you're piloting a vehicle with gunners on board, you get points for any enemy kills made by your gunners. Give them enough good shots, and you might end up with the high score.

Camps and Bases

Joint Ops Base (JO)



LOCATION: E,2

AVAILABLE HERE:

- **5 Armored Attack Vehicles**
- **3 Amphibious ATVs**
- **2 Zodiacs**
- **3 Emplaced Machine Guns**
- **Armory**

As the only Joint Ops base, this is the only spawn point. It offers a few vehicles to take to the control zone. While it has emplaced machine guns, don't waste manpower here. You want it where it counts—at the top of the hill.

Control Zone



LOCATION: D,1

AVAILABLE HERE:

- **Nothing**

The control zone is accessible from the bases by roads as well as by river. Due to the steep sides, getting to the top can be difficult. A pathway begins in the northeast and ascends as it goes west. The western slopes are not quite as steep as the rest, allowing soldiers to climb up on this side if they pick their path. Stone ruins at the top can serve as cover for defenders.

Rebel Base (Rebel)



LOCATION: B,1

AVAILABLE HERE:

- **5 Armored Jeeps**
- **3 Amphibious ATVs**
- **2 Zodiacs**
- **Armory**

The rebel base in the map's southwest corner is where all rebel troops spawn. It offers vehicles similar to those found at the Joint Ops base. The lack of defenses here is not a problem. The fighting will be at the control zone.

Mission Strategies



The river is a quick route to the control zone—especially for the rebels. However, you do not have the firepower of the jeeps.



This path to the top is covered by berms of earth on both sides. However, an enemy at the top can drop grenades down onto you.

As in most team king of the hill missions, most fighting occurs at the control zone. What makes this control zone unique is that it's at the top of a hill with steeps sides most of way around it. The dense vegetation on top makes it difficult to defend the hill against enemies at a distance down below and requires close combat on top. Because of the narrow access points, such as the trail leading to the top, claymores can be quite effective.





The stone ruins provide good cover—and make it hard to locate the enemy hiding there.

It does not really matter which mode of transportation you take, because travel time is about the same. The rebels are a bit closer by river than the Joint Ops, so they should definitely use that route.

If the enemy has a lot of troops in the control zone, bring up several engineers with mortars and bombard the zone. Ten engineers can put down 40 rounds quickly, hopefully clearing out a lot of the defenders.



Find a good spot with cover around two or three sides and just hang out—waiting for enemies to come into your sights.

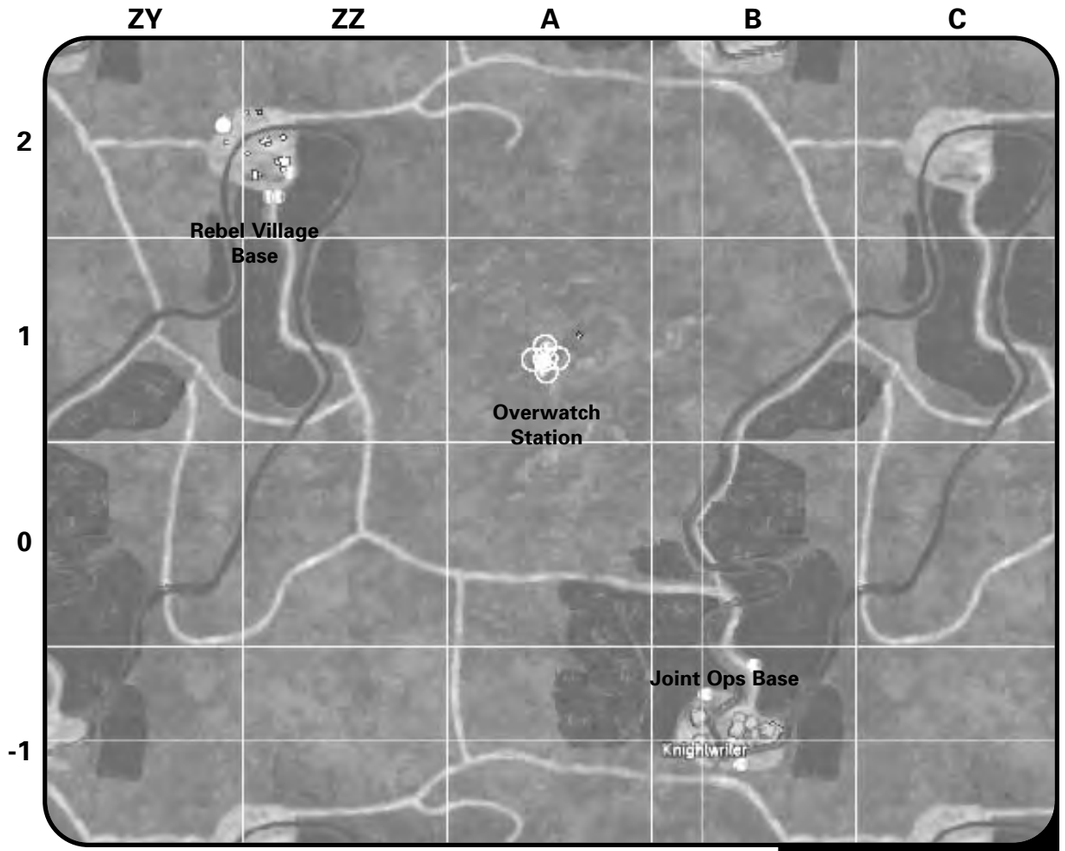
Because you have to have a soldier in the control zone at all times to keep the counter from resetting to zero, assign one or more soldiers to just hide. Have them try to avoid firing so they don't give away their location. The rest of your troops can then hunt down and eliminate the enemies in the zone.

TIP

Don't forget to have several medics in the control zone. They can revive casualties so they are right back in the zone, rather than at the base facing another trip up the hill.

Surga Mountain Overwatch

MISSION TYPES: **TKOH**



Briefing

Time: 0630

Visibility: 475–525m

Weather: Foggy

Surga Mountain provides a view of the entire region. The enemy is making a grab for it. If they succeed they'll be able to keep tabs on all our nearby movements. We cannot let this happen.

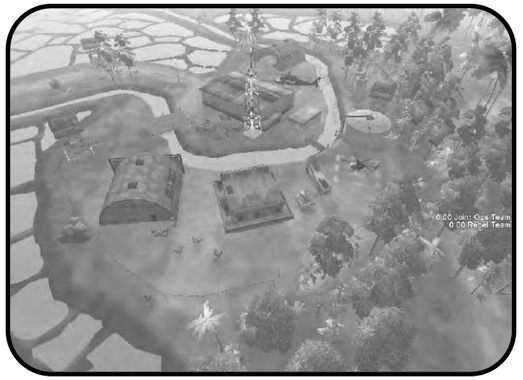
Approach the mountaintop bunker strategically. Emplaced weapons protect the zone, but if you approach from the proper angle, you can remain relatively safe. To hold the zone, keep a diverse squad on hand: engineers to take out choppers, gunners to suppress the onslaught, and a host of medics to tend to the wounded.



When engaging the enemy, check the position of the sun. The glare can be blinding, so keep it in their eyes instead of yours. Use the sun to screen your approach, and if necessary, your escape.

Camps and Bases

JOINT OPS BASE (JO)



LOCATION: B,-1

AVAILABLE HERE:

- **1 Little Bird Slick**
- **1 Black Hawk**
- **2 Armored Attack Vehicles**
- **8 Amphibious ATVs**
- **4 Emplaced Machine Guns**
- **Armory**

This is the only Joint Ops base, so all spawns must take place here. Don't worry about defending this base. Just use the vehicles to get your troops to the top of the mountain and stay there.



CONTROL ZONE (NEUTRAL)



LOCATION: A,1

AVAILABLE HERE:

- **2 Emplaced Machine Guns**
- **Armory**

This control zone is at the top of a mountain overlooking the entire area. Because some of the sides are rather steep, getting to the top by land vehicle is difficult, but not impossible. Also, the slopes are covered only by grass, making it difficult to approach the bunker area at the top without being seen and attacked by enemies at the top. The armory at the top makes this a position that can be held and defended by the team that gets there first.

REBEL VILLAGE BASE (REBEL)



LOCATION: ZZ,2

AVAILABLE HERE:

- **1 NBO-105 Slick**
- **1 Super Puma**
- **2 Armored Jeeps**
- **9 Amphibious ATVs**
- **3 Emplaced Machine Guns**
- **Armory**

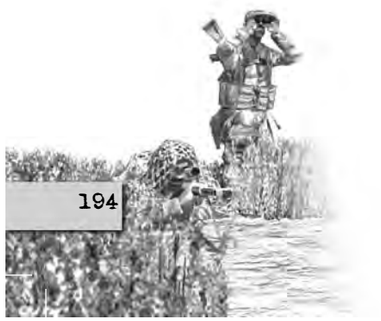
The rebel base is the only spot where rebels can spawn. It offers several different vehicles including two helicopters, which are the quickest way to the top of the mountain. Don't worry about defending the base. If the enemy sends troops to attack it, that's less for you to worry about at the top of the mountain.

Mission Strategies



Helicopters are the quickest way to the top.

This very interesting map is only available for team king of the hill missions. Both sides begin with a similar assortment of vehicles. The control zone is on top of a very high mountain with very little concealment along its slopes and a commanding view of the surrounding area from the top. Due to the haze, you cannot see the opposing bases from the control zone.







Drop off your troops right on top of the bunker.

The top of the mountain, and the control zone itself, consists of a bunker surrounded by a low wall of sandbags. The control zone can be entered only by one of two ramps on opposite sides of the bunker. An emplaced machine gun covers each of the access routes to these ramps.



The emplaced machine guns give a lot of firepower to the team at the top.





Defenders can position claymores at the top of the ramp, behind the concrete curb. Attackers rushing up the ramp to take control of the top won't see these mines until it is too late.

The quickest way to the top of the mountain is by helicopter. Therefore, each team should quickly load up their helicopters with engineers armed with Stingers. This allows them to shoot down any enemy helicopters going for the mountain as well. Helicopters can land right on top of the bunker or hover just above it to drop off troops. Then return to base to pick up more troops to ferry to the top of the mountain.



You can drive to the top—it just isn't easy.

Once a team controls of the top of the mountain, it can be difficult to get them off. However, a concerted effort can do the job. Use snipers positioned around the base of the mountain to target enemies with Stingers and other heavy weapons. Engineers can bombard the mountaintop with mortars and an assault team can trek up the hill under the covering fire of the snipers. Keep some Stingers to shoot down enemy helicopters that may be ferrying reinforcements to the top. Helicopter miniguns can help clear out the defenders as long as all Stinger-carrying enemies have already been dealt with. While it may be costly, you can take the top. Medics make your effort much easier.

The team that controls the top must have medics. The more the merrier. They allow you to revive your casualties and not have to rely on reinforcements reaching the control zone by land or air. Keep moving around. If you stand in one spot or man an emplaced weapon, you're just asking to be shot by a sniper. Constantly patrol around, and use the cover provided by the sandbags and the bunker.



COOPERATIVE MULTIPLAYER MISSIONS

United Against the AI

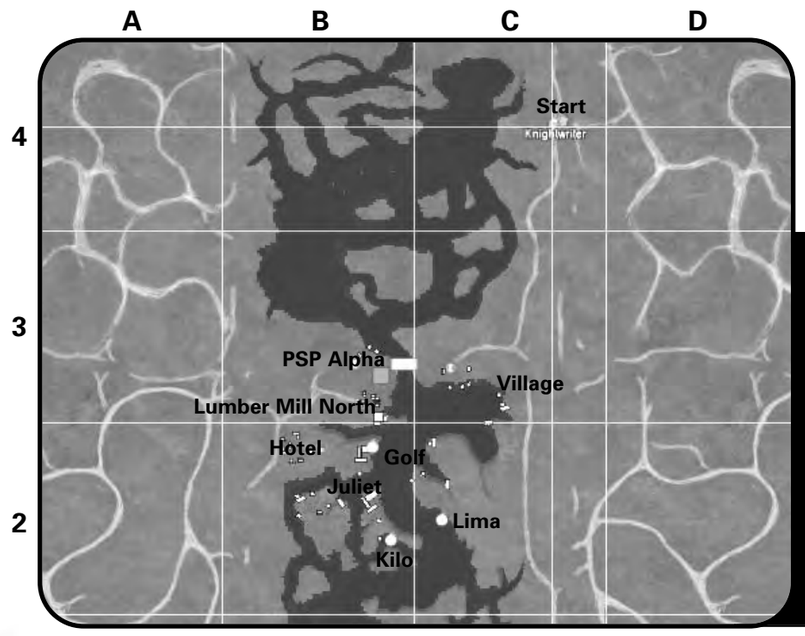
The cooperative missions in *Joint Operations: Typhoon Rising* allow you to play as a team with other players against computer-controlled enemies. These are great if you have a small group of people, but not enough for two teams. The cooperative missions are also great for practicing as a team because you are usually the attacker and can set your own pace for the mission.

Following are walkthroughs of each of the cooperative missions including tips and tactics to help you complete your objectives.

TIP

You can also play the cooperative missions solo if you are up for a challenge. Just select LAN from the main menu and choose to host a game. Pick a cooperative mission, then get started.

Operation Emerald Scorpion



Briefing

An old lumber mill has been taken over by Rebel forces. They are using it as a rearming and refueling station for their river operations. Your mission is to assault and cripple the facility. You are provided with ATVs to aid in your assault.

1. **Destroy weapons cache located inside the northern lumber mill at target Golf and the weapons cache at target Hotel.**
2. **Destroy weapons cache at the southern lumber mill at target Juliet.**
3. **Destroy the three gasoline barges located at targets Kilo and Lima.**

Strategy



Advance through the village on your way to the objectives.

This is a good mission to begin with for cooperative play. You begin in the northeastern part of the map and must fight through a lumber mill complex, destroying weapons caches and then blowing up some gasoline barges. While you need satchel charges to take out the barges, there are armories along the way, so don't feel like you need them right away.

For this mission, take a variety of classes. A rifleman with a grenade launcher gives you some firepower at range and can use an AT-4 against armored patrol boats. An engineer can carry satchel charges initially or take along a mortar for bombarding enemy concentrations. You will run into lots of enemies along the way, and a gunner can help deal with these. A medic keeps your team together even if you take casualties. Finally, a sniper is good for scouting ahead and taking out enemy snipers in towers or from a distance before they can engage you.



Taking PSPs allows you to spawn closer to the action.

Start off by climbing aboard the ATVs. You can drive to waypoint Charlie without having to worry about enemies. However, from that point on, continue on foot. Waypoint Delta is at the end of the village. Along the way you come across some tall rocks. Use these for cover and engage the first group of Rebels around the village. Have your sniper clear out the area ahead of you, including the towers in the distance. The more enemies you can take out now and at long range, the less you will have to deal with later.

Continue to waypoint Echo. However, before moving directly to Foxtrot, stop and claim PSP Alpha. Once you control this, your teammates can respawn here, closer to the action.



Destroy weapons caches such as this one.



As you continue south, watch for enemies ahead of you as well as to your right. Several are in the building at Juliet, which is where you need to go. A couple of rifle grenades through the windows can help clear it out. Inside on the first floor you find crates of weapons. Shoot at them to destroy them. Keep part of your team outside the building at Golf, covering toward the south, while the other part heads for Hotel and destroys a second weapons cache. Regroup, then head south together.



Take out this patrol boat.

As you advance toward the objective at Juliet, watch for Rebels in the building at Juliet. Use the same tactics as before to clear the building and destroy the cache inside. If you continue south, you find an armory. If you need any satchel charges, pick some up. However, on the river nearby sits an armored patrol boat with a grenade launcher that can wipe out your entire team. Take out the enemy manning the launcher first, then sink the boat with AT-4s. Also, clear out any nearby enemies. Before you leave this area, place a satchel charge on the gasoline barge at Kilo.



Blow up the barges to complete your objectives.

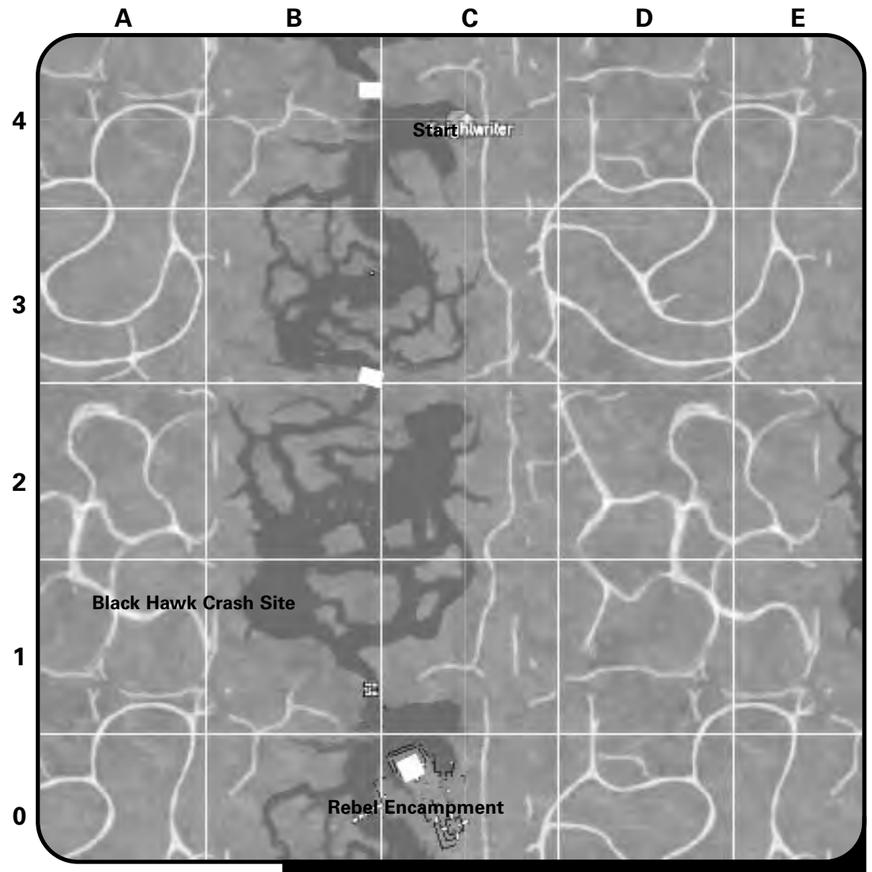
The quickest way across the river is by the bridge. Send a few soldiers across at a time to clear the way. Near Lima, where the last two barges are, you come across an armored jeep. Either kill the gunner and soldiers in the jeep so you can use it later, or take it out with the AT-4. Place the satchel charges on the last two barges (there is an armory nearby), then back away and detonate all of the charges to take out the three barges at once. This mission is now completed.







Operation Phoenix Dawn



Briefing

A Black Hawk has been shot down in the jungle and we have lost communication with the pilot. Infiltrate by Zodiac, search the crash site, and locate the pilot. If the crash site is deserted, check the ancient ruin complex to the south. Once you have secured the pilot, exit by Black Hawk.

1. Locate the crashed Black Hawk and search for the pilot.
2. If the pilot has vacated the site, proceed to the ruins.
3. Once the pilot is found, escort him safely to the rescue helos.

Strategy



Eliminate enemies along the river from a distance before they see you and start shooting.

This mission is pretty straightforward. Cruise down the river in Zodiacs and take out all the enemies you see along the way. Try to engage enemies at a distance rather than have them shooting at the boat as you speed by. Because the Zodiacs are not armed, put a gunner in the bow of each. The rest of your team should consist of riflemen with grenade launchers and AT-4s, and medics. There's no real need for engineers or snipers. Also, a shotgun is a good choice for a secondary weapon because you encounter some close fighting at the Rebel encampment.

At the start, board the Zodiacs and follow the waypoints down the river. Once you pass waypoint Charlie, slow down a bit and look for a couple of small buildings ahead of you. Take out the enemies here before continuing. A bit farther down the river and you come across a boat on the right side with a few enemies around it. Put a rifle grenade onto it or just use long bursts of machine gun fire.





Use an AT-4 to destroy the jeep on the wooden bridge.



There are only enemies at the crash site.

You must go under a wooden bridge between Delta and Echo. An armored jeep is on top. Take it out with an AT-4 and clear off any other enemies before going under the bridge. Continue down the river, clearing as you go, and you will come to Foxtrot. The Black Hawk wreckage is on the right side of the river. However, the pilot is gone and only enemies remain. Rifle grenade the area around the wreckage to clear it out and keep going.



Clear out the exterior guards at the encampment from a distance.

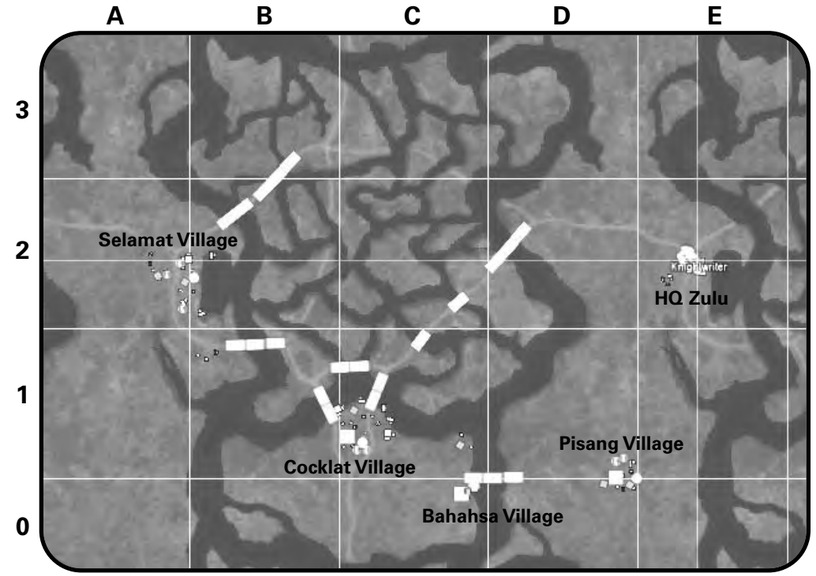


Charge up into the encampment to free the downed pilot.

You must travel under a stone bridge between the crash site and the Rebel encampment. Clear off the top from a distance, then continue under it. Continue south from the stone bridge and land some troops on the narrow strip of ground before you get to the encampment. From here, engage the enemies patrolling around the encampment. Grenade launchers work great as does rifle and machine gun fire. Once it looks clear, get back into the Zodiacs, then head for the encampment.

There are openings on the western and eastern sides of the ruins. At the top is a PSP, so get to it and all your losses can spawn there. Shotguns work well for clearing the ruins. Assign several soldiers to escort the downed pilot, who takes off for Hotel. Enemies try to kill him, so stay out ahead and take them down first. Once you get to Hotel, a Black Hawk flies in. Clear the LZ of enemies, then climb aboard to complete the mission.

Operation Ghost Harvest



Briefing

Recent reports indicate that the four villages in the surrounding area contain satellite communication dishes and caches of emplaced weapons, AK-47s, and RPGs. Sweep the four villages, engaging the enemy and destroying all of the enemy supplies and equipment.

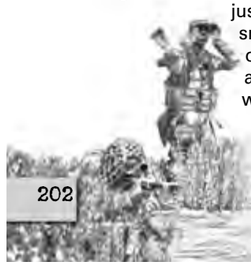
1. **Destroy com dishes at targets Alpha, Bravo, Delta, Foxtrot, and Golf.**
2. **Destroy the emplaced weapons cache at target Charlie.**
3. **Destroy AK-47s/74s and RPGs cache at target Echo.**

Strategy



The machine gun on the FAVs does a good job of clearing out the enemies in a village.

This mission is a good one for lots of players or even just a few. You begin at HQ Zulu in the northeast, a base with several fast attack vehicles as well as amphibious ATVs. For this mission, divide your team into groups of three so you can man two vehicles fully. Each group should have at least a couple of engineers with satchel charges because you need a charge for each objective except Echo, which you can just shoot at to destroy. Take along a sniper with each group to help clear out the villages from long range and make sure the emplaced weapons are not manned.





You have to take out five of these com dishes.



Place a satchel charge next to a com dish, back away, and detonate. One objective completed.

It does not matter which village you head to first. However, if you are playing this as a single group, start with Pisang village and work your way west, taking out the objectives in order. If you have enough people, assign each team a village and hit them all simultaneously. The strategy for each village is pretty much the same. When the village is barely in sight, scout it out with binoculars or even a sniper scope. If necessary, move a little closer and begin taking out enemies on emplaced weapons or with rocket launchers. These pose the biggest threat. Advance toward the base, engaging enemies as they come into sight. The machine guns on the FAVs can be a great tool in clearing villages. Once the village is cleared out, place the satchel charges and blow up the objectives. The first three villages also contain PSPs, allowing you to spawn your casualties near the action instead of back at HQ Zulu.



Don't forget to claim the PSPs as you go.



Advancing on foot can be effective also. Stay low in the grass and use rifle grenades or accurate fire to clear out the enemies.

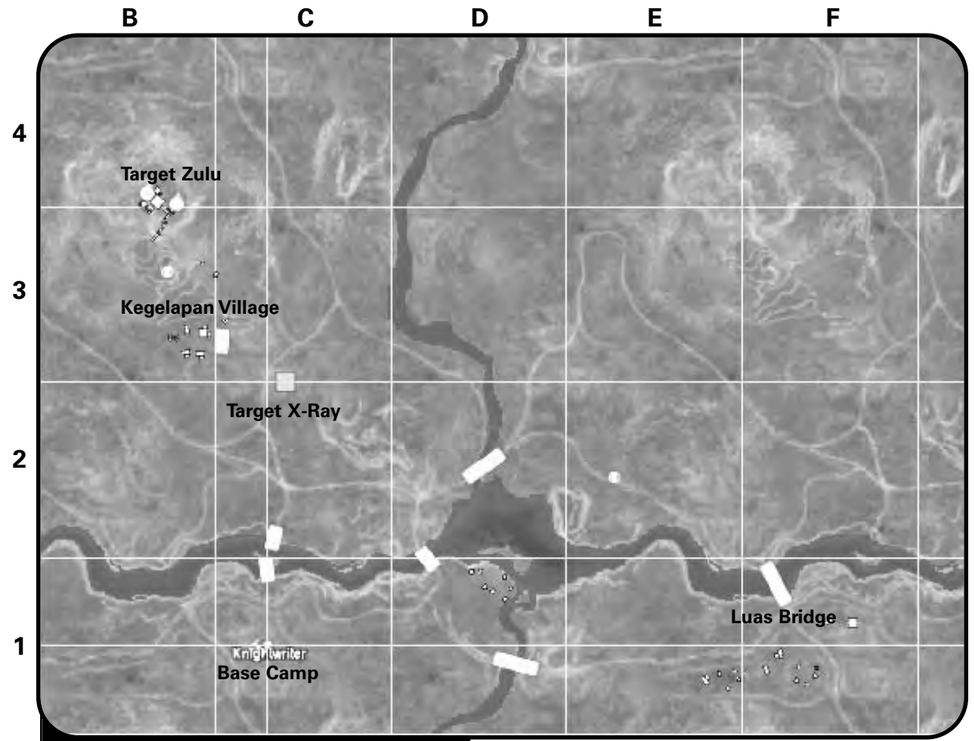
Watch out for armored jeeps running along the road between Copklat village and Bahahsa village. Numerous enemies carrying rocket launchers can really ruin your day. Remember, the key to success is to take it slow and easy. Driving full speed into a village just gets you killed before you even reach the objective.

TIP

The ATVs give you a bit more flexibility than the FAVs, though they lack firepower. Snipers and those troops wishing to flank and hit the enemies from less-expected directions can take the ATVs down the rivers and streams, bypassing some of the defenses and going right for the objectives.



Operation White Noise



Briefing

Command needs your team to eliminate a Rebel com outpost. You will execute a nighttime insertion via FAV. Get across the river and infiltrate the camp. The com gear is hidden inside a mine. Once you've accomplished your objective, get your team out for air extraction.

1. **Cross the river at Luas Bridge and capture the PSP at target X-Ray.**
2. **Locate and infiltrate the enemy mine shaft at target Zulu and destroy all the radio equipment inside.**
3. **Make your way to the LZ at target X-Ray for extraction.**

Strategy



Be ready to engage enemies that come at you near the village on your way to Luas Bridge.

TIP

While you need satchel charges to destroy the communications equipment, you can pick it up at the objective. Therefore, take along whatever you want at the start.

This interesting mission has a lot of different aspects. First off, you have to insert your team into the mission area using fast attack vehicles. Because some of the bridges are out, you have to drive down to Luas Bridge. Avoid the river as much as possible because the crossings are guarded by Rebel troops. Near Luas Bridge, you run into enemies in the village as well as two armored jeeps—one on each end of the bridge. Quickly take them out and continue driving toward X-Ray. You have to cross another bridge, but before you get there, you must neutralize an enemy checkpoint. The machine guns on the FAVs do the trick.



Using binoculars to scout ahead, you can see this checkpoint early and engage the enemy at long range.



Move up the terraces to the mine.

Once across the bridge, follow the road to X-Ray and secure the PSP. Your casualties can now spawn here as needed. The next phase is tricky. You have to reach Target Zulu. Leave the vehicles behind and go on foot. Head through the village, and up the terraced hillside. You have to take out enemies on just about every terrace. Take the time to clear out all the enemies you can. You have to come back this way, and it's easier to deal with them now.



Clear out the mine, then blow the radio equipment.

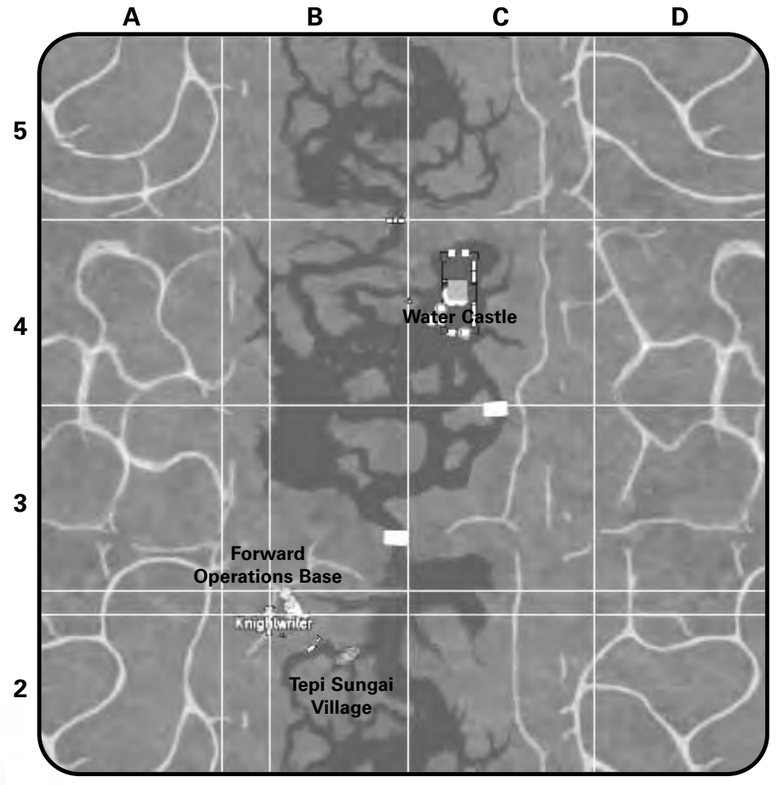
You eventually reach the mine entrance. Move through the shafts cautiously and engage any enemies you come across. There are a couple of armories in here, so reload if needed. Make sure the entire mine is clear, then place a couple of satchel charges next to the radio equipment. Step back and blow it to complete your objective. By this time, you should hear a chopper coming in. Don't let this make you feel like you have to rush back to X-Ray. In fact, be sure you have a full complement of ammo before leaving the mine.



Clear the LZ and protect the Black Hawk.

Take your time going back, taking out any enemies you come across. Once you reach X-Ray, you must hold it against a Rebel attack. Almost all of the Rebels come from the west, though they do try and flank you to the north and south. Use the low walls by the PSP for cover, and neutralize the enemies before they can get too close. Eventually the Black Hawk arrives, adding its miniguns to the fight. Make sure the LZ is clear of all enemies to complete the mission.

Operation Gothic Shield



Briefing

Enemy forces have taken over and fortified a ruined castle. Your job is to find the castle and flush out the enemy. Once you have secured the fortress, defend it from any counterattack. The castle is too important for the enemy to give it up without a fight.

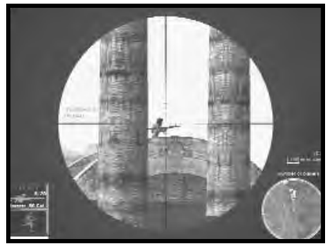
1. **Attack and eliminate the enemy forces garrisoned at the Water Castle.**
2. **Defend against any counterattack.**

Strategy



Driving to the castle is a bit safer than taking the boats.

This is a tough mission and you need a lot of people to accomplish it without a lot of spawning back at the base. Make sure you have a good assortment of troops. Riflemen should carry grenade launchers and AT-4s. Engineers should have either Stingers or mortars. Gunners and medics are also useful. A couple of snipers can help clear the walls.



Snipers can take care of enemies with grenade launchers or RPGs.



Use the AAV's machine guns to clear the walls.

TIP

The Rebels have a Super Puma that orbits around firing at you with the minigun. Shoot it down as quickly as you can.

There are two ways to get to the castle. The most direct route is by boat. Some Zodiacs near your base will do the trick. However, that way is pretty well guarded and the Zodiacs have no weapons. You also have two armored attack vehicles and a couple of trucks. The land route is much better and allows you to attack the castle from the rear.

Load up the AAVs and trucks, then head east across the bridge to the north of your base. Pass by the first north-south road, and take the second one north. This puts you behind a berm so you are not visible from the castle. Drive north past the castle, then come around from the north toward it. Take out some enemies along the east-west road with the mounted-machine guns on the AAVs.

Have your snipers begin moving through the brush so they can take out the enemies manning the grenade launchers on the castle walls, as well as those carrying rocket launchers. Riflemen can also help clear the walls with long-range fire. Once you get the heavies on the wall taken care of, move the AAVs in front of the wall. Use the machine guns to clear the wall of enemies as your troops rush into the castle through the northern gate.

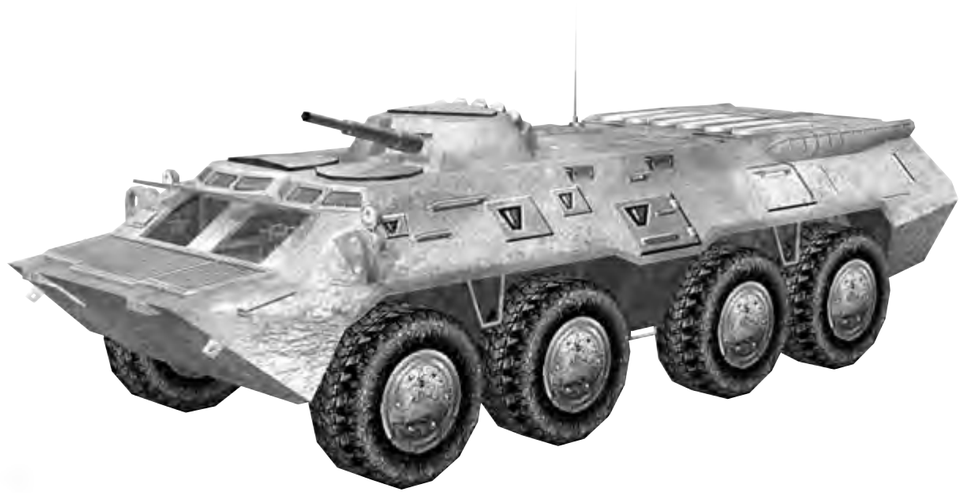


Clear out the insides of the castle.

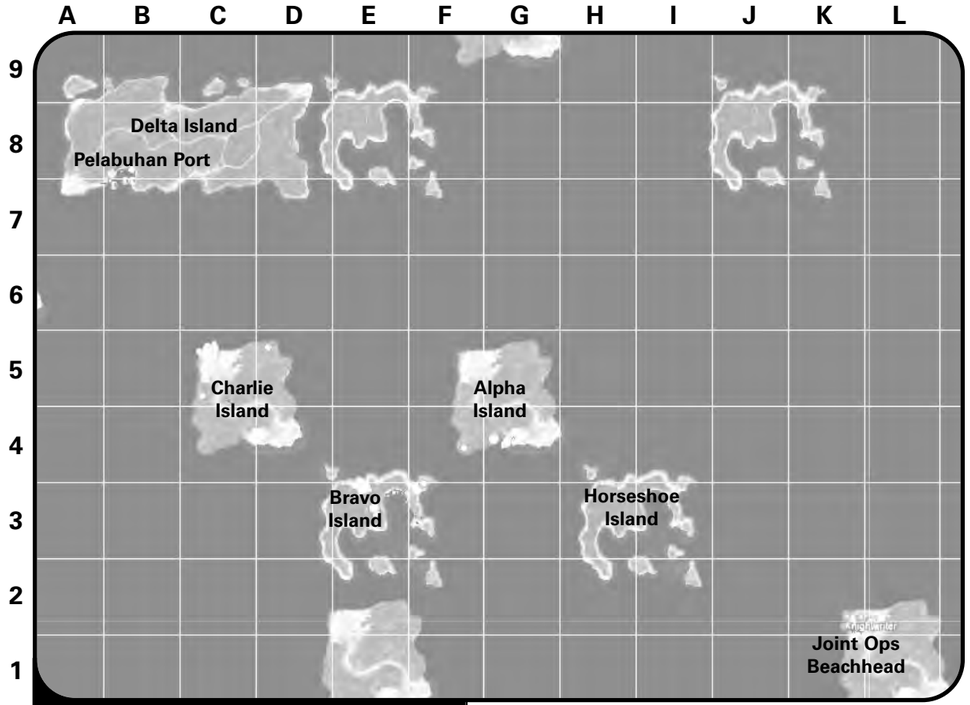
Once inside, your troops need to clear the castle. A good tactic is to divide into three groups. One stays in the north and engages enemies from the main building in the center. Meanwhile the other two groups head up the stairs and clear the east and west walls respectively, and come back together at the south end. As the wall groups get about halfway along the walls, the center group can then move forward to clear out the central building and claim the PSP inside on the first floor.



While clearing out the castle, leave a couple soldiers to cover the north wall. They will be able to use their weapons, especially anti-tank rockets, to halt any enemy counterattack before it reaches the walls of the castle. Remember to use your binoculars to see farther. This counterattack is the second part of the mission. You have to fend off several BTRs as well as lots of troops. Note the armories in the center on the first floor in case you need to reload your AT-4s or other weapons. Once you have repelled this assault, the mission is complete.



Operation Glass Arrow



Briefing

Enemy installations of SAMs in the area are taking down commercial aircraft and disrupting flight paths, causing major interference with the nearby international airport. Your mission is to destroy the SAMs and the communications dish at Bravo Island using satchel charges.

1. **Eliminate Rebel forces.**
2. **Locate and destroy SAM sites.**
3. **Locate and destroy com dish at Bravo Island.**

Strategy



Deal with this patrol boat or it will cause trouble later.

This is a tough mission. You have to take out several targets on four different islands. To do this, you have only a couple of Little Bird slick helicopters and Zodiacs—none of which are armed. Therefore, you need a variety of troops with weapons such as Stingers, mortars, sniper rifles, and grenade launchers. While you need satchel charges, there are usually armories near the objectives, so you can pick some up when needed. It's easiest to hit the objectives in order as they appear on the map and with the waypoints. However, before you hit the first island, you need to deal with a patrol boat. Load up your troops and head to the island between your base and the first objective.

TIP

While the Little Bird slicks have no weapons, they can act as weapons platforms. Load up snipers or riflemen with AT-4s on the side seat platforms, then take off. Then use the Little Bird to attack patrol boats or snipe at defenders from a distance. Just be careful not to take too much fire. The Little Birds are fairly fragile.

A patrol boat sails around the island with the first objective. While you can just blow it up with AT-4s, you could really use that boat for your force. Take up a position on the northwest shore of the halfway island. Then, with snipers and riflemen, aim for the boat's crew. Take out the three Rebels manning the grenade launcher and the two machine guns. Once they are down, send a boarding party after the patrol boat in a Zodiac. Kill the driver, then get aboard and take control of the boat before it blows up on its own. If you capture this patrol boat, you dramatically increase your team's firepower.

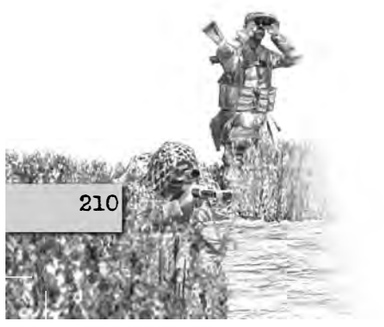


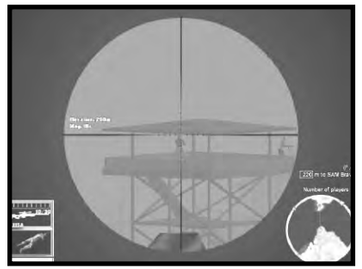
Clear out the area around the objective.



Then plant a satchel charge and blow it up.

Now hit the first objective. Land on the island's southeast corner and proceed west along the southern shore. You usually run into a firefight around the armory. Keep pushing, having your medic heal any casualties so they do not have to spawn back at the base. The first SAM site is on the island's southwest corner. Rifle grenades help clear out the defenders. Then send in an engineer to plant a satchel charge and destroy the SAM. One down.





The snipers can clear out the areas around the next objective without even setting foot on that island.

By this time, you're taking some fire from the next island to the southwest. Use mortars and sniper fire to take out the defenders around the second objective, allowing you to send troops across the water. If you cleared out the northeast corner of the next island, you can land your troops and take control of the emplaced weapons. This helps you defend against the attackers from the island's center, which holds another objective, the com dish. Also on this island is the first PSP. Grab it so your troops can spawn closer to the action.

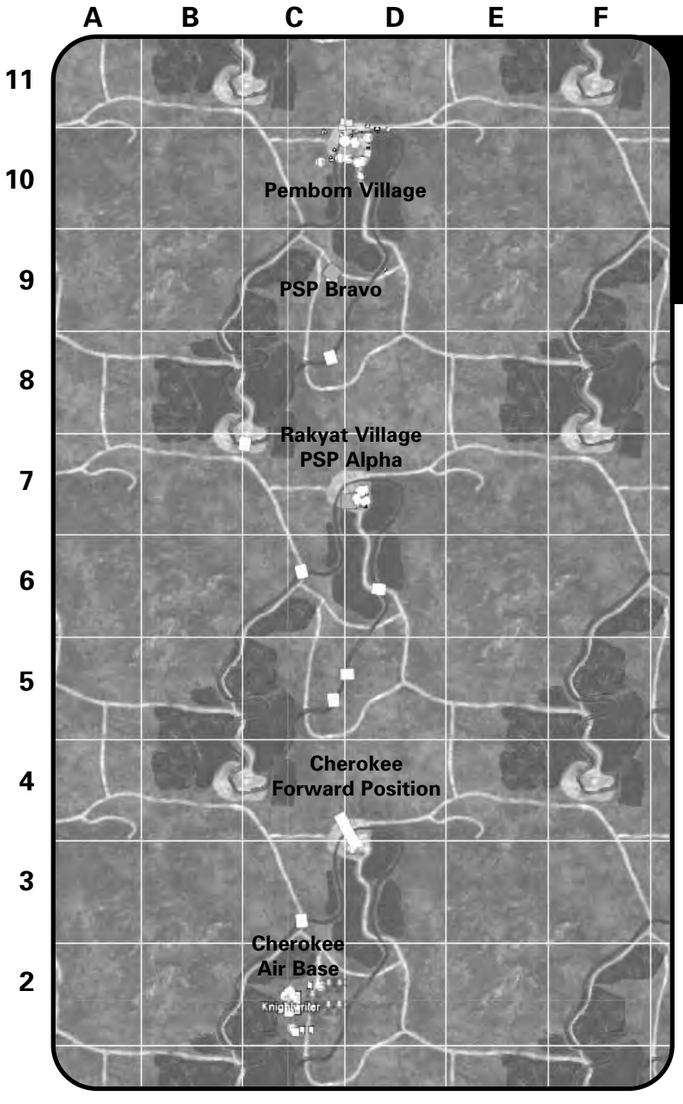


Use civilian boats to get from one island to the next if necessary.

With two islands down, you have only two more to go. The next island, to the northwest, has two more objectives. Use the same strategy of taking out enemies with the mortars and snipers from a distance, then moving in to blow up the SAMs. This third island also has a spawn point. The final objective is on the large island to the north. Once you have destroyed all five SAMs and the com dish, the mission is complete.



Operation Iron Anvil



Briefing

Reports indicate the enemy has taken fortified positions at Pembom. Your mission is to stage an assault, destroy enemy structures, and eliminate the enemy forces. Use one of the vehicles on hand at Cherokee Air Base.

1. **Locate and assault the enemy's position at Pembom Village.**
2. **Destroy the communications dish at target Oscar.**
3. **Destroy the oil and gasoline storage facility at target Romeo.**
4. **Destroy the base's radio equipment at target Whiskey.**

Strategy



Rakyat Village has some additional ground vehicles you can use.

You begin at Cherokee Air Base in the south. Pembom Village is at the map's northern end. For transportation, you have your choice of armored attack vehicles or Little Bird slicks. Then decide which route to take to Pembom Village. The most direct route takes you through Rakyat Village, which is controlled by the Rebels. PSP A is in the village, and you can also acquire some fast attack vehicles and an armored jeep. The machine guns on these vehicles make this worth the fight to clear out the Rebels and gain this village as a spawn point and vehicle supply point.



Pembom Village is well defended with emplaced weapons, a helicopter, and a few armored jeeps that drive out to engage you.



Engineers can use Stingers to shoot down that pesky chopper.

On the other hand, if you want to bypass Rakyat Village entirely, take your Little Birds around the village either to the east and west, then claim PSP B so you have a spawn point close to your objective. If you are using only Little Birds, drop your troops off to the east or west of the village so your Little Birds do not come under fire.



The fuel storage only needs one satchel charge to destroy it.

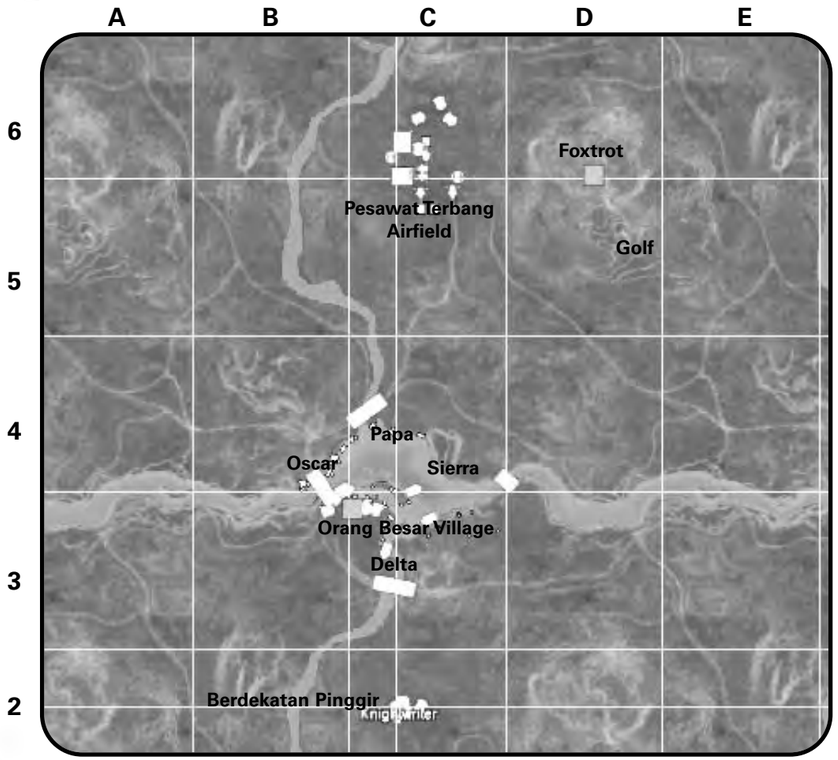
Using the ground vehicles gives you the advantage of their mounted machine guns, which you can use against both the Rebels in the village and the Super Puma orbiting the area. While driving around the village, take out the enemies inside. Don't stop or your vehicle becomes an easy target for the Rebels carrying the RPGs. Use snipers to help clear out the Rebels manning the emplaced weapons—either to supplement your vehicle firepower or if you are just dropping off your troops from the Little Birds. You may need some AT-4s to deal with Rebel jeeps.



The radio equipment was in this sandbagged building.

Once the village is fairly clear, move in your troops. If you did not bring satchel charges, visit the armory in the village. Now just take out the three objectives. The waypoints guide you first to the com dish, then the oil and gasoline storage, and finally the radio equipment. Once all three have been blown up, the mission is complete.

Operation Iris Jade



Briefing

Enemy forces are operating out of an airfield near Orang Besar. Intelligence reveals that a high-ranking Rebel officer is en route to take command of this base. He is your target. First secure the village and protect the incoming Little Birds. They provide transport to an overlook position. When the commander's helicopter has landed, wait for a shot and take it.

1. Secure Orang Besar Village from enemy forces at Point Delta, as well as sniper and Stinger forces at Points Oscar, Papa, and Sierra.
2. Acquire helo transport to Point Foxtrot and set up an overlook position.
3. Take out the commander when he arrives.

Strategy



The machine guns mounted on the jeeps are great for mowing down Rebels.

This mission is interesting and challenging. You have a few main objectives, each of which must be completed before you can move on to the next. You begin in Berdekatan Pinggir with some armored jeeps. While you need a sniper toward the end of the mission, don't worry about it right now. What you need are riflemen with grenade launchers. Mount up your troops and follow the waypoints north to the village of Orang Besar.



Next to the armory is PSP A. Quickly take control of it so your casualties can respawn here.



Rebels hide among the buildings as well as in defensive positions overlooking the village.

As you approach the village, your vehicles come under fire. Keep moving and have the soldiers on the jeeps' machine guns fire away. Or, dismount and engage the enemy on foot. Take cover behind the structures in the village and work your way clockwise around the central lake. The waypoints lead you where you need to go. Use binoculars to locate enemies—especially those across the lake hiding behind sandbag berms. Note the distance, adjust the elevation on your grenade launcher, and let loose. Be sure to claim PSP A in the village. It's right next to an armory where you can load up on what you need.





Hitch a ride with the Little Birds, which take you to Foxtrot.

Keep part of your team near the PSP while the rest move around hunting enemies. By the time the hunters return, all Rebels in the village should have been eliminated. You know you've completed the job when two Little Birds fly in and land near the PSP. Hop aboard and they fly you on a roundabout trip to Foxtrot. Once the choppers land, climb up the hill and claim PSP B. Have one or more of your team pick up sniper rifles at the armory. Then head west so that your snipers have a good view of the airfield below.

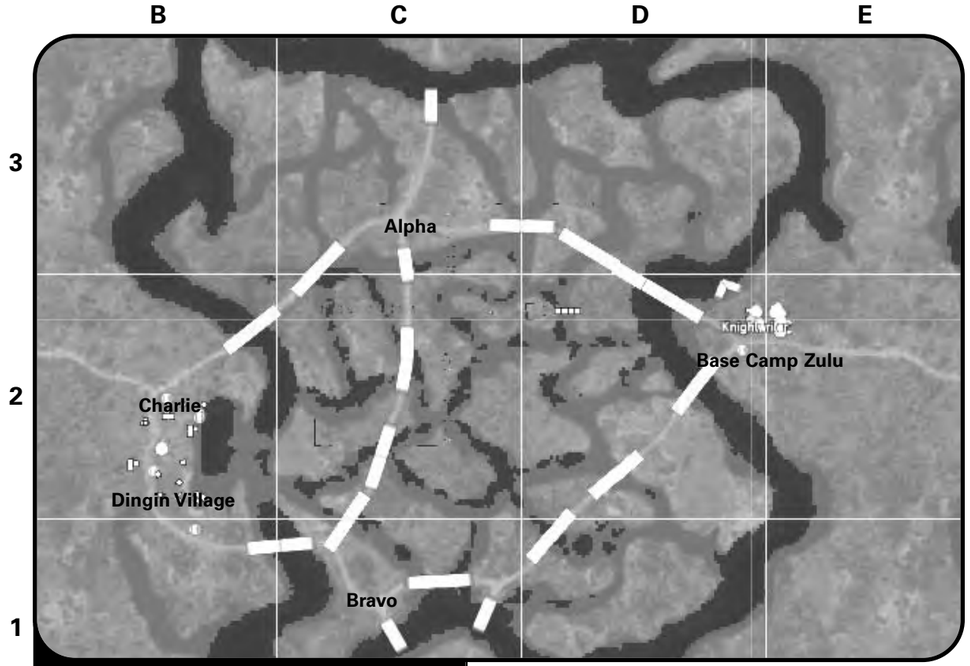


Wait for the commander to arrive before firing. Shoot too early and he will fly away. Have a couple engineers ready with Stingers just in case.

There are many Rebels down below. However, hold your fire and wait for a Halo to land and an officer to dismount. This is the commander that you must assassinate. While you are waiting, use the binoculars to find the range to the tarmac and set your elevation on your scope to the proper distance. Aim carefully so you can take him out on the first shot. Once the officer is dead, don't wait around for the enemy to come after you. Head back to the Little Birds, which are waiting for you at Golf. Once you reach the choppers, the mission ends.



Operation Shattered Harbor



Briefing

Intelligence reports indicate an enemy village west of your position is being used to repair and outfit armored vehicles. Make your way to the village and destroy all vehicles. Also take out any vehicles you may encounter en route to the village.

1. **Destroy the BTR armor at target Alpha located at the crossroads to the northwest of your initial position.**
2. **Proceed south from target Alpha and destroy the additional armor at target Bravo.**
3. **Head to target Charlie and eliminate any remaining Rebel vehicles.**

Strategy



ATVs are the only vehicles you have, so mount up and get moving.



Take careful aim at the BTR. You do not have AT-4 rockets to waste.

In this mission, you must seek out and destroy Rebel BTRs. Therefore, your troops should consist mostly of riflemen with grenade launchers and AT-4s. Also take along a medic or two. You begin in the map's eastern part at Base Camp Zulu. From here, roads lead to either Alpha or Bravo. If you have enough troops on your team, you can split up, with half headed to each objective. Amphibious ATVs have been provided.





Watch out for the patrolling jeeps. Always have one rifleman with an AT-4 at the ready to engage these vehicles, which race toward you with little warning.

On the way to the first objectives, you run into Rebels alongside the roads. Either stop, dismount, and engage them, or rush by, shooting as you go. Stop short of the objective intersections and continue on foot. There is a single BTR at each intersection. You also run into some armored jeeps. You need three shots with an AT-4 to take out a BTR, or two shots plus a rifle grenade. Have a couple rifleman with AT-4s fire at about the same time and another launch a grenade. This destroys the BTR before it has a chance to react.



Clear out the infantry in the village as you move toward the BTRs.

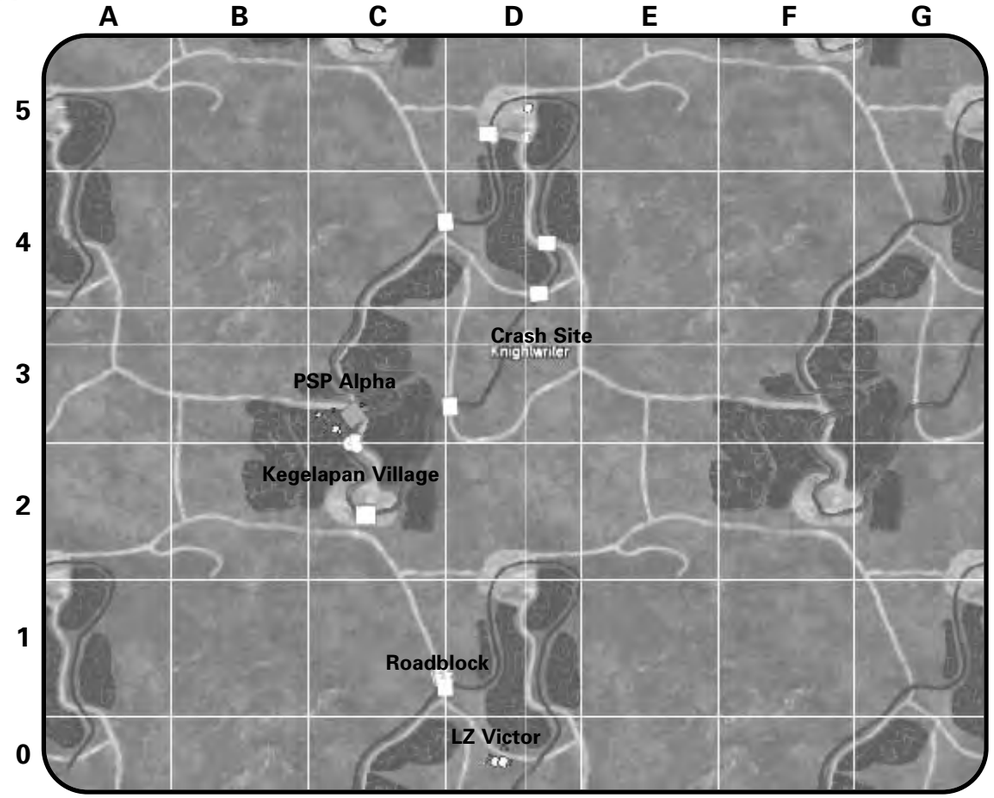




You find the BTRs in the center of the village with armored jeeps around as well.

If you have just one group, after clearing out Alpha, head for Bravo. You may need to return to base camp if you are low on AT-4 rockets. After both intersections are clear, head for Dingin Village. There you find three more BTRs and a whole lot of Rebels. For large teams, consider having engineers bombard the village with mortars before heading in. Engage the enemy infantry at long range from outside the village. Use rifle grenades to help clear out concentrations of enemies. As soon as you have a good shot on a BTR, get a small group together and take it out before it can effectively add its firepower to the village's defense. Once you have destroyed four BTRs, out of the five in the mission, your objectives have been met and the mission ends.

Operation Evasive Action



Briefing

Your team is shot down over hostile enemy territory and the Rebels know the exact location of the crash site. You must get out of there and steal a vehicle in the village southwest of the crash site. Use the vehicle to transport the rest of your team to the landing zone.

1. **Eliminate Rebel forces on your way to the village.**
2. **Steal a vehicle and use it to transport your team.**
3. **Get to the LZ safely.**

Strategy



Get away from the crash site as quickly as possible.

This mission requires you to get started quickly. While there is an armory at the crash site, you do not have time to wait for the delay due to spawning. Instead, make sure you have the weapons load you want right from the beginning. Rebel soldiers are headed your way and you don't want to be there when they arrive.



Follow the stream to the southwest.



Immediately head west from the crash site until you find the stream. If you travel in the stream, you are less likely to be spotted. Follow the stream southwest. You occasionally have to engage Rebels that get too close to you. Deal with them and keep pressing on. Shortly after crossing under a bridge, exit the stream and head due west through rice paddies toward the village. If you keep following the stream around, you run into several patrols.



Move through the village. It's pretty empty. Stop by the PSP.



Steal these trucks for your escape.

Within the village, claim the PSP so your casualties can spawn a lot closer to the action. Then commandeer some trucks. Take out the enemies guarding them and clear out the area. However, before you climb aboard, visit the nearby armory. Pick rifles with grenade launchers and also machine guns, because you must fight your way to the LZ, and then secure it for your ticket out.

Once your team is aboard the trucks, drive at high speed to the south along the road leading to the LZ. You are not out of the fire yet. The Rebels have set up a roadblock between you and the LZ, with several emplaced machine guns and an armored jeep. Halt the trucks before you get to the roadblock because there is no way you can run through it without taking heavy casualties. Dismount a group of riflemen. Use rifle grenades to knock out the gunners and an AT-4 for the jeep. The assault team can radio the trucks once it's clear, then hop back on the trucks when they pull up to the roadblock. Continue to the LZ, get out of the trucks, then get ready to defend against a Rebel attack.

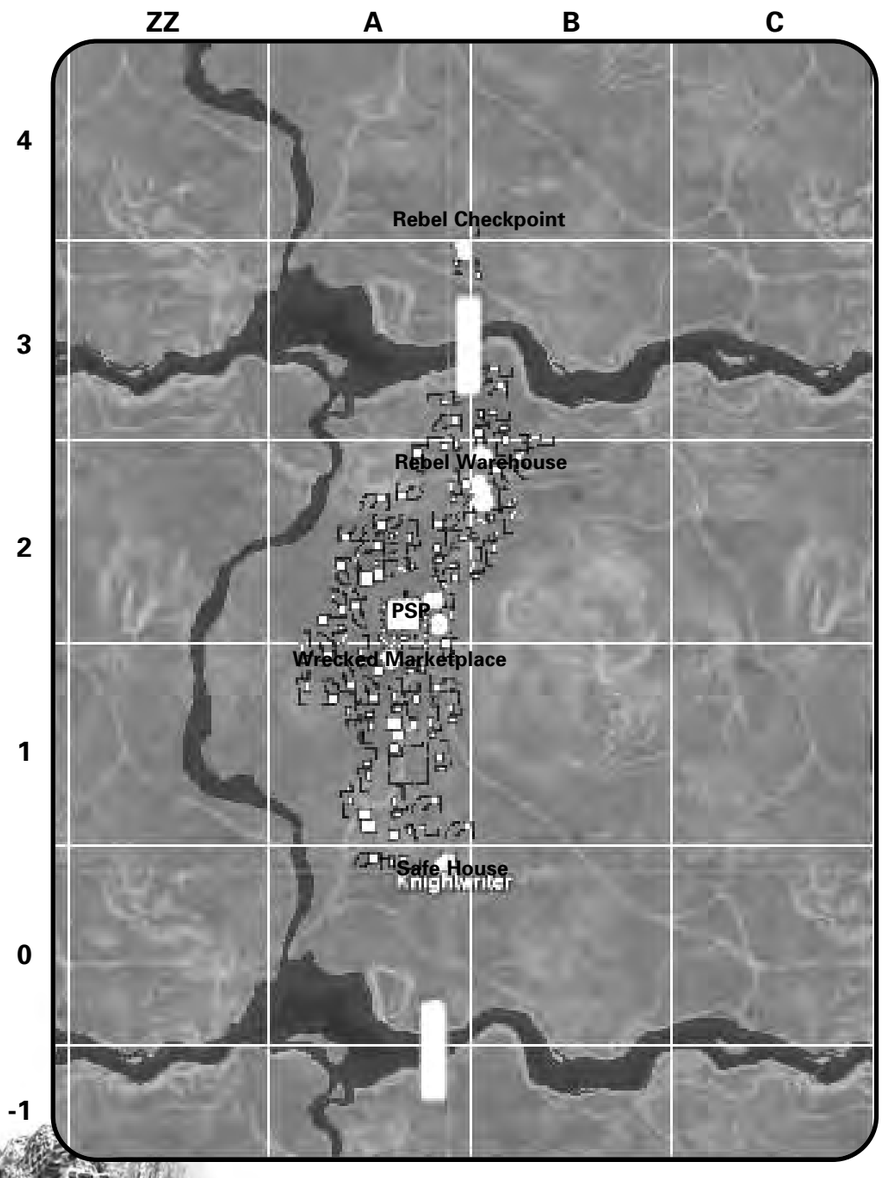


Defend the LZ and don't let the choppers get shot down.

Expect an armored jeep and a truck full of Rebels to follow down the road you just took. Other enemies attack from the northeast, so cover the rice paddies to the north. Machine guns can lay down a good amount of fire across the paddies, taking out anyone trying to cross or approach the LZ. Once all enemies have been eliminated around the LZ, the mission ends.



Operation Street Justice



Briefing

An informant has leaked the location of a Rebel commander. Your team will infiltrate the city from the south to his warehouse near the northern end of town. Locate the warehouse and eliminate the Rebel leader and his bodyguards. Once this is accomplished, acquire transportation from the warehouse and exit via the north road.

1. **Locate the Rebel warehouse.**
2. **Eliminate the Rebel leader and his bodyguards.**
3. **Steal a Rebel vehicle and exit the town via the north road.**

Strategy



This urban setting can be very dangerous if you don't take it cautiously.

This is one of the more difficult cooperative missions. It's set in an urban environment where your team must fight through alleys and courtyards and across streets. Watch for enemies around a corner or snipers on the rooftops. For most parts of this mission, you are on foot. You want primarily riflemen for this mission, with some gunners, definitely medics, and possibly a sniper or two.



Watch for snipers on the rooftops. Take them out before they see your team and start shooting.

You begin in the safe house. Locate the stairs and descend to the ground floor. As you leave and head north, watch for a patrol along the street and an armored jeep down the street to the west. Take them out and then continue. As a general rule, check both sides of each street as you come to it. Put at least one soldier covering each way, then have the rest of your team run across. On the other side, soldiers take up positions down the street while the soldiers who were covering run across to rejoin the team. As you come to a corner, face the wall and strafe past the corner in case someone is waiting on the other side. At every corner or intersection, do a quick scan for enemies. Then take out the binoculars and do a more thorough scan. Don't forget to check the rooftops. The Rebels like to put snipers on the rooftops. Take them out whenever you see them.

TIP

Clear the area as you go. Then if someone is killed, he can run from the safe house to rejoin the team without having to fight.





The PSP is in this market area.

As you approach the wrecked marketplace, be ready to deal with BTRs and jeeps. A few well-placed AT-4 rounds do the job. Keep heading for the PSP in the map's center. You reach it by approaching from the west and moving through openings until you get to the spawn point and can claim. Your losses will now spawn much closer to the rest of the team. Claim the PSP, then continue.



Assassinate the Rebel leader.

Your next objective is to locate the Rebel warehouse where the leader and his bodyguards are. It's shown on the map. Enter the warehouse through the southern back door and take out the enemies in the garage area. Send some troops up the ladder and into the office to take out the leader. The main objective of the mission has been accomplished.





Drive as fast as you can to get out of the city and to the security of the countryside.

Now all that remains is to get your troops to safety. Inside the garage area are a jeep and a truck. Once you put a soldier on the machine gun mounted on the jeep, use it to clear out all of the enemies and vehicles in front of the garage. The jeep should lead and drive as fast as possible down the road leading north. Continue across the bridge and away from the city. The soldier manning the machine gun has to keep up a steady stream of fire and engage any enemies that try to stop you. Once you get your team past the Rebel checkpoint, the mission ends.

